



# PREFACE

The Art of fRoD (TAO-fRoD) took the better part of 4 months to create. This involved hundreds of man hours in designing and co-ordinating the concepts, researching and rewriting the material included and rendering and publishing the final product. The pricing was carefully considered and constantly re-examined in the context of the content to ensure it was a fair estimation of the value of the material, the effort put into its creation and the affordable price range of the average Counter-Strike enthusiast with access to a computer and the internet. The authors also strove to include every kind of extra or bonus feature or titbit of information they could to ensure the buyer would understand this was a labour of passion and excellence. The product has been refined and polished to the highest of our abilities so the buyer is presented with a complete guide which is professionally made on every level available to us. We, the authors, hope reading this paragraph impresses upon you the regard with which we held this project during its entire creation process and you the buyer as we worked tirelessly to provide you with the best guide of this type ever created.

We hope this inspires in you a similar sense of respect and understanding as it relates to this product. After parting with your hard earned currency to obtain this learning resource and your valuable time to glean its secrets, and let the more advanced concepts simmer out in your consciousness, we trust you will value it as highly as we do. We both share this concept of value as it relates to potentially illegitimate distribution of any elements or material contained within this guide. Just as we have gone out of our way to employ the best security measures available to us to ensure the product you have purchased is not decreased in value we hope you will cooperate on your behalf by not working against that goal. If the buyer can respect our dedication and effort in this respect then we can continue to respect you as a consumer and work to bring you more innovative products in the future of the same quality and professionalism. Please respect our efforts, your purchase and the educational aims of this product.

-The TAO-fRoD Creative Collective



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# What is 'The Part of FRoD', where did it come from and who is it designed for?

'The Art of fRoD' or TAO-fRoD is a complete guide to the advanced Counter-Strike play style of Danny "fRoD" Montaner, widely considered to be one of if not the best North American Counter-Strike player of all time. With our first guide, 'The Art of CS' or TAO-CS volume 1, we aimed to approach Counter-Strike from both a scientific perspective and as a refined art form. Naturally we could only include so much information within the expansive page count while maintaining a reasonable pricing for the product. Still we were aware that thousands of pages could be written on the many complexities contained within the competitive play of Counter-Strike. As well as the multitude of core principles around which the game revolves there are the myriad of different play styles employed by the elite players which have had varying levels of success over the years. So we sought to identify the most successful and then build from that to produce a unique and separate guide concept to the first volume.

TAO-CS was essentially a general purpose guide to all things Counter-Strike, taking any level of player and giving him the basics at each level of play and then some advanced concepts to consider and implement. The basic concept at all times though was one of scientific objectivism and teaching the player in the form of a textbook. For TAO-fRoD we instead approached teaching the player from another perspective altogether. We partnered with the best Counter-Strike player in CS history whose first language was English and sought to find out what concepts and principles he desired to teach players. After long hours of discussion we soon found the ideal approach and concept to producing the guide you now see before you.

This guide does not aim to teach you general ideas or the way to approach something theoretically. Instead it aims to give you direct insight into one of the most successful US Counter-Strike players of all time's mind. You hear his mental processes as he approaches a situation and see how his play style unfolds in each area of his game play. This is a complete guide to the play style of Danny "fRoD" Montaner, a play style which has won him and his teams over \$312,550 as well as numerous major events over the best teams in the world. If you are a golf enthusiast you want to learn from Tiger Woods' play style, if you're a basketball player you want to learn from Michael Jordan or Kobe Bryant's play styles. Counter-Strike is no different: there are those players who separate themselves from their peers through their approach and dedication to excellence. In this case fRoD's play style is now open to you to learn from and understand at your own pace and in great detail.



This guide largely revolves around understanding and using the AWP sniper rifle effectively, that is because fRoD's play style itself largely revolves around that key element of Counter-Strike. It is not solely dedicated to the AWP though; all other areas of fRoD's play style are articulated and explained. This means his pistol play, his non-sniper rifling, his communication/team play and his uncanny ability to deliver his best play in high pressure clutch situations. There have been many great US Counter-Strike players throughout the ages and many who could be considered game changers, none have ever wielded quite the level of impact fRoD has though on both his own teams and his opponents. Once fully understood and assimilated down to the subtleties this play style will unlock one of the most dominating approaches to Counter-Strike ever explained. This play style has frustrated and confused opponents for years and delighted and shocked fans time and time again. We got you the best English speaking Counter-Strike player of all time, unlocked his play style and articulated his words to the best of our ability. From here on out everything is dependant on your thirst for knowledge and drive to be the best you can be as a competitive player.

# WHO PRODUCED TAO-FROD AND HOW QUALIFIED ARE THEY?

The Creative Collective behind TAO-fRoD is:

- 1. Danny "fRoD" Montaner
- 2. Ognian "steel" Gueorguiev
- 3. Duncan "Thorin" Shields

fRoD should need little introduction and his competitive history is outlined in the section about him following this one. It is enough to say that he is one of the greatest, perhaps the greatest, North American Counter-Strike player to ever touch a mouse. Through his play every top Counter-Strike player in the world knows of him and has respect for his abilities. No one is more qualified to explain to the reader the intricacies of developing a dominant and effective Counter-Strike style; no other play style can compare statistically either. Both from the point of view of a pure art form and a purely mathematical perspective fRoD's play style is the most dominant and effective ever witnessed in North American Counter-Strike.

steel is highly versed in matters of Counter-Strike thanks to his 5 year professional career where he became the first Counter-Strike player to ever win a WCG and CPL championship title. He has also spent a number of years thinking and writing about Counter-Strike for EsportsEA and in the first volume of TAO-CS which he co-authored. His educational pursuits in the area of photography along with his work within the field of media make him entirely qualified to produce the aspects of this guide which were under his control throughout.



Thorin has been working as a professional Counter-Strike journalist and writing about the competitive game for over 8 years and during that time has always been considered one of the elite within his field. His varied career from on location reporter at major events to in depth interviewer to analyst has equipped him with the necessary tools to be capable of retrieving the right information from professional Counter-Strike players and articulating this into the most accurate and easily understood form. He was also involved in exactly that endeavour in the production of TAO-CS volume 1 which was a worldwide success. He also hails from England, home of the English language, cementing his qualifications as the ideal candidate to be involved with such an ambitious project.

WHAT DOES THE NAME 'THE ART OF FROD' (TAO-FROD) REFER TO OR MEAN?

Since it was written in the 6th century BC Sun Tzu's 'The Art of War' has been praised as one of the most brilliantly constructed military treatises on tactics and strategies ever to be created. Taking from this epic historical artifact the philosophy of getting to the core of every problem and finding pure and tangible answers

alike we set about applying the same kind of goals to the matter of competitive Counter-Strike, as seen in the first volume of TAO-CS. Counter-Strike is an art form is as much as it is impossible to write rigid rules for every single situation or action which must or can occur within a single round or match. The game flows from the competitor's experiences and they express their imagination in the decisions they make every step of the way. Were things any other way every competitor would by now have figured out all the secrets and tricks to becoming a great player.

As homage to the source of our inspiration we named this current project The Art Of fRoD. We understood that the shortened name, TAO-fRoD, when said as two words became "Tao fRoD". The Chinese character 'Tao' means 'the way and order of the Universe'. So when we combined the two together it gave us a meaning which was essentially: the way of fRoD. This is a fitting name for the project we set about to create, being in line with our philosophy of articulating and explaining fRoD's world famous and dominant play style.



# DANNY "FROD" MONTANER



Age: 22

First competing in Counter-Strike competitively from a young age fRoD has a whole swath of minor LAN accomplishments which were not included in the list below due to being dwarfed by the higher points of his later career. His entry into the upper levels of competitive play began with a humble 17th place at CPL Winter 2002 with the Green

Berets (GB) team. From there he moved on to play with art of eXecution (aoX) in early 2003 before winding up in the team which would establish him as one of the top North American CS players: united 5 (u5) As a member of united 5 fRoD and his team pulled off a huge upset at CPL Winter in 2003 by beating then #1 US team, and #2 seed at the event, 3D on de cpl mill and sending them to the lower bracket. u5's run would end with a respectable 7th place, also earning them the notoriety of being the highest placing North American team at the event. When it emerged in 2004 united5 was converting to a locally based team and would be living in the same house fRoD decided it was time for him to part ways with the team and look for pastures greener, being as he was not in a position to leave his Florida-based home.

After a few months of maintaining his match shape through playing in local LAN tournaments fRoD was announced as a member of the new and as vet unproven compLexity squad in August of 2004. At the time the team's reputation within the community was not well respected due to the outspoken nature of their owner and founder, Jason Lake, as well as being involved in the gradual process of acquiring players with enough talent to make an impact. With fRoD joining the team as a dedicated AWPer and reteaming with his team-mate tr1p from united5 the team was well on their way to becoming a force to be reckoned with, as shown by their 3rd place at the WCG USA qualifier finals that year. A year on from his united5 CPL Winter performance fRoD along with his new team was set to shock the community once more. Despite coming into CPL Winter of 2004 seeded 27th the team would wind up placing an impressive 5th, above a number of top international sides, and establish themselves as one of the best US teams. For fRoD this was an event where his dominant AWP play, around which his team's success seemed inextricably woven, showed the world he was not only one of the best snipers in the world but one of the best players. In an era all but the most elite of snipers shied away from the weapon in major LAN tournaments fRoD's play had been consistently impressive and impactful.

2005 saw coL and fRoD head abroad as they competed in the CPL's World Tour Spanish stop held in Barcelona early in the year. The team once more impressed and this time came away with a 2nd place, ahead of a NiP line-up filled with 6 of the best players to ever load up CS. This placing showed the world the team was not only the best US team but also capable of competing with the elite of the European and international scenes, a significant point since US teams had always struggled to legitimately compete for championships overseas. Maintaining their spot as the #1 US team fRoD and coL beat 3D to



head to ESWC as representatives of the USA. At the event they memorably overcame the 'group of death' featuring the likes of NiP and mouz to go on and win the entire event and a staggering \$40,000. The team was now considered the best Counter-Strike squad in the world and fRoD's play was dominant throughout the tournament. As the first US team to win a major event like ESWC overseas the team had put themselves on another level from their fellow countrymen.

The rest of 2005 saw coL win the Newegg LANfest and then consistently place 2nd in a number of domestic events. Their reputation as US #1s and one of the world's best teams would soon return as 2006 rolled around though. Invited to attend the WEG Masters event in China, along with champions of previous WEG seasons and CPLs, coL stormed to a 2nd placing worth \$20,000. fRoD finished the event statistically as one of the top 3 players and his team had placed above all but one of an entire field of elite caliber teams. This success was then followed up as coL and fRoD won the GGL's Americup 2 finals over rivals 3D earning themselves a match against the Eurocup champions mousesports in the GGL's Transatlantic Showdown. Beating mouz 2 maps to 1 coL won the event and once more established themselves as potentially the best team in the world. A busy Summer tournament circuit saw coL

taking a 5th place at ESWC but then following that with 2 large cash prize winnings. Firstly they won the WSVG's ISC event in Dallas beating Alternate aTTaX for \$40,000. They then won the CGS' Championship Gaming Invitational event which featured NiP and 3D, this netted fRoD and his team-mates \$50,000. 2006 closed out with coL beating their rivals 3D in the 2006 DigitalLife event and fRoD standing in to play for 3D at the WCG's Pan-American games where he won a silver medal.

In 2007 the team acquired Rambo and zet for their change to CS:Source and joining the Championship Gaming Series, a televised league on DirecTV. There was still time to show they were leaving one of the best 1.6 teams though as they beat CEVO champions Pandemic at the PNY finals early in the year. In the CGS the Source team was able to finish with the best record and qualify to represent region 1 at the World Finals event where they took 1st place. 2007 proved to be a year of Source dominance as fRoD and his team won every event they entered, including the DigitalLife and Newegg LANfest tournaments. In 2008 after season 2 of the CGS the team made a brief return to 1.6 competitions playing in CEVO-P season 9. They were able to finish a highly respectable 2nd place ahead of top current US teams like EG and x3o. fRoD and his team-mates also won the CGS's 1.6 Pro-Amateur event for a cool \$5,000. With the CGS announcing their league is now at an end fRoD and his team-mates look to return to Counter-Strike 1.6 and reclaim their reputations as the best US team and one of the most feared sides in the world. As a player with one of the most impressive resumés and the highest statistical averages to back him up you can be sure fRoD is in a position to help that happen.

#### LAN accomplishments

2003 7th CPL Winter \$3,000 (u5)

2004 1st Gamers Paradise \$600 (cbc.eGames)

2004 1st Gamers Asylum Summer \$1,500 (aG)

2004 1st WCG Miami Qualifier \$1,000 (aG)

2004 1st First NetXtreme \$1,000 (aG)

2004 1st Second NetXtreme \$750 (aG)

2004 1st Third NetXtreme \$1,000 (aG)

2004 4th Lethal Gamers pre-CPL (coL)

2004 5th CPL Winter \$6,000 (coL)

2005 1st NetXtreme \$375 (aG)

2005 2nd CPL Barcelona \$6,300 (coL)

2005 1st ACON5 USA Qualifier (coL) - LCD Monitor

2005 5th ACON5 (coL)

2005 1st ESWC USA Qualifier (coL) - Intel Processor

2005 1st ESWC \$40,000 (coL)

2005 1st Newegg LANfest \$1,500 (coL) - Gaming PC

2005 2nd WCG USA Qualifier \$2,500 (coL)

2005 2nd GGL Americup \$3,000 (coL)

2005 2nd DigitalLife NY Qualifier (coL)

2005 2nd DigitalLife \$7,000 (coL)

2005 1st Lethal Gamers pre-CPL (coL)

2005 1st CAL Razer Extreme \$9,000 (coL)

2005 9th CPL Winter \$900 (coL)

2006 2nd WEG Masters \$20,000 (coL)

2006 1st GGL Transatlantic Showdown \$17,500 (coL)

2006 3rd WSVG Lanwar \$5,000 (coL)

2006 1st CGI \$50,000 (coL)

2006 5th ESWC \$8,000 (coL)

2006 1st WSVG ISC \$40,000 (coL)

2006 7th WSVG Finals, NY (coL)

2006 2nd WCG Pan-Am \$2,300 (3D) - Silver medal

2006 1st DigitalLife \$15,000 (coL) - Laptop

2007 1st PNY Finals \$2,000 (coL)

2007 1st Digital Life CS:Source \$10,000 (coL)

2007 1st Newegg LANfest CS:Source \$5,000 (coL)

2007 1st CGS world finals CS:Source \$5,000 (coL)

Total team career LAN prize winnings: over \$265,725



#### Online accomplishments:

2004 1st The Rush \$500 (coL)

2005 1st CEVO-P s1 1.6 \$4,000 (coL)

2005 1st CEVO-P s2 1.6 \$8,000 (coL)

2006 5th CEVO-P s4 1.6 \$1,325 (coL)

2007 1st CEVO-P s3 CS:Source \$5,000 (coL)

2007 1st CEVO-P s4 CS:Source \$5,000 (coL)

2007 1st Xfire Stride CS:Source \$12,000 (coL)

2008 2nd CEVO-P s9 \$3,500 (coL)

2008 3rd CGS Pro-Am CS:Source \$2,500 (coL)

2008 1st CGS Pro-Am 1.6 \$5,000 (coL)

Total team career Online prize winnings: over \$46,825

Total team career prize winnings: over \$312,550

#### Other accomplishments of note:

Selected to represent North America at GGL Vsports All-stars

Selected to represent the East in the Gotfrag All-star game

Selected to represent the East in the CEVO-P All-star game

Most Valuable Player in the 1st Gotfrag All-star game

Undefeated in CAL Razer Extreme

Undefeated in CAL-i s14

Undefeated in CAL-i s15

Undefeated in GGL Americup s2

Undefeated in CEVO-P s1

Nominated for the GGL Leap player of the year 2004 award

Nominated for the Esports Player of the Year 2005 award

Nominated for the Esports Player of the Year 2006 award

Nominated for the Best Counter-Strike Player of the Year 2006 award

Winner of the Best Counter-Strike Player of the Year 2005 Award

Franchise player for the Los Angeles Complexity 2008 in CGS season 2

Highest Frags Per Round statistical average in Gotfrag's Gamesense in both 1.6 and CS:Source history

# THE PRODUCTION TERM

Ognian "steel" Gueorguiev (right, leftmost) and Duncan "Thorin" Shields (rightmost) both have long and illustrious histories within the field of Esports. steel played as professional from 2001-2005 and was the first Counter-Strike player to hold both a CPL and WCG champion-ship title. As well as playing for the legendary 3D he won over \$115,000 in prize winnings with his teams. He now works for EsportsEA as a content writer specializing in player analysis and collaborating with Thorin on their ESEA100 hall of fame project chronicling the top 100 CS players of all time. His role on the TAO-fRoD project involved managing and producing all media and technical aspects. He resides in Montreal, Canada and is pursuing an education in photography.





Thorin has been a professional Counter-Strike journalist since 2001 and spent the first 2 years of his career travelling the globe reporting on location from events. His most famous work has been with Gamers.nu and EsportsEA. He now specializes in community features like 'Ask ESEA' and 'Master Debater' as well as collaborating with steel on the aforementioned ESEA100. His role on the TAO-fRoD project involved articulating fRoD's words into the most accurate and understandable language as well as coordinating content aspects. He resides in the North East of England in the United Kingdom. Both are also co-authors of TAO-CS (The Art Of Counter-Strike) volume 1.

The following is a statement from fRoD outlining what he aimed to achieve with this guide and his objectives to those ends.

"Basically with this guide, I'd like to teach people how to play Counter-Strike properly from the ground up, stressing the importance of many concepts that are overlooked, and basically giving you an insight to how I play, which I feel is a unique style. I stress taking things one at a time and focusing on improving as these are some of the most important things to understand, because mixed with dedication all of these concepts will eventually make sense and can be used effectively, even if some sound confusing or difficult at first.

I have always presented a play style and confidence from myself; I am comfortable getting into details of exactly what I am thinking and what issues I feel are more important without feeling threatened because another issue I explain in depth is in-game confidence. This will allow any player to gain the upper hand in the most difficult of situations, and even if you fail... learning, improving, and positivity are many keys I describe as the true winning assets in being a successful player.

A main issue that I want to get in depth with everything and explain all this is because I want to break down every concept I feel is important in Counter-Strike, and provide a great reading tool to be able to gradually learn from as you read. Providing a great range of reading material, from videos, to secrets I have acquired within the game, I feel a lot can be learned and even if it isn't applied all at once, being able to learn from mistakes and the attempt at applying some of these techniques is essential."

-Danny "fRoD" Montaner, 2008



# DEFENSIUE

To position oneself effectively on defense the player must consider a number of factors while being generally aware of the team or opponent he will be facing, these will dictate where he plays and how he should react in any given situation. A big part of the player's decision on a position to play from will be affected by his comfort level in a position, and more importantly how it allows him to utilize the AWP. An example of an effective position for defensive purposes would be holding the rail at Long A on de\_dust2, this allows bombsite A to be held in a solid fashion.

## fRoD:

"The main reason I feel this spot is so effective is because it allows you to be semi-long range from the riflers coming from catwalk, and you can avoid flashes quite easily from there when you gain that experience. Also, it is a great position to allow you to throw flashes into the sky that drop over the green box, which allows you to take more cover and blind your opponent before re-peeking, in the case of being trapped there."

Another important aspect of using the AWP on defense is covering angles and areas which are crucial to the entry of the opposition in order to plant. From these critical positions the player can effectively pick off enemy players, potentially leading to a situation where a dead enemy drops the bomb. This will allow the player easier opportunities to play his position since now the opposition must head towards the player's crosshair at some point in order to get the bomb. A side-effect of this is to allow the player's team-mates the opportunity to rotate to positions which cannot normally be achieved without the positioning and cover of a sniper.





One of fRoD's favourite points to stress on defense is that the player must give himself enough space with the width of the angle he chooses to hold his crosshair from a corner/spot. This is especially important in modern Counter-Strike since there are a lot more aggressive opposing players and faster paced tactics than in the past. The only issue which arises from this kind of positioning is when the player is being peeked by an enemy sniper via an elbow-peek. In this scenario the player's crosshair may be inches away from the corner he is watching so he must be prepared to make a rapid movement towards the corner, adjusting the angle he is holding.

#### fRoD:

"It is important to get the concept of this down, as well as practice learning the distances between some of your smaller flick shots to allow steadier placement of the crosshair, especially on the defensive side. Double zooming is also good for this concept because it will allow you to be more precise in the smaller flick shots, which will allow you to be more precise on the shot rather than shooting through the angle of the wall or box, which won't always kill the enemy."

A key concept for the player to understand in Counter-Strike is that many situations will force him to play differently. It is useful to consider an example of playing on the side of offense since the player must recognize that once the bomb has been planted he must switch to a defensive mode, not simply continue to hold offensive angles and peeks. It can be useful to think of the roles as having been switched once the bomb is planted since now the player must defend the bombsite from being taken by the opposition, the same objective the Counter-Terrorists had at the beginning of the round, the twist being that there is a timer involved in this case.

#### fRoD:

"When you get into these situations it is important to hold the defensive angles and positions, especially the spaced aim from the angle you are holding, because it is more than likely that the CTs will be more aggressive and running towards you because now the pressure is on them, and the bomb timer is slowly ticking away."

"Being able to change modes in this game is a concept that many players lack, but is important to realize, and work hard on, because this allows you to be multi-talented in a game that requires so much thinking and adjusting, and really the main way of getting this all down is experience and self-awareness."

It is key to continue to learn as time goes by in scrims, especially when the player is put into defensive situations. One should practice these techniques but also be aware of when it is pertinent to shift those techniques into a more offensively minded approach. With so much talented opposition within the community it is crucial to change style when the situation calls for it; this will keep the opposition guessing which is an important situation for the player to put himself in.



#### Summary:

- 1 Be aware of the players and teams you are facing when deciding where to position yourself with the AWP.
- 2 Your comfort level with a specific position and how it will let you use the AWP should be a big part of your decision process.
- 3 It's important for you to cover angles where the enemy must pass by to get into the bombsite and plant the bomb.
- 4 If you can pick off the bomb carrier and get the bomb on the ground you will force the enemy to come to you.
- 5 Your team-mates can also rotate to positions they'd otherwise need sniper cover to get into.
- 6 Learn to give yourself enough space between the wall/corner you are watching and your crosshair.
- When you are being elbow-peeked you need to be prepared to move your cross-hair quickly towards the corner/wall.
- 8 By learning the distances between your smaller flick shots you will become more precise and not have to rely on shooting through walls/boxes, shots which might not kill the enemy.
- 9 Different situations force you to play differently.

- 10 When you are playing on offense and the bomb goes down imagine the roles have been reversed since now you must play defensively and cover the bombsite.
- 11 Remember to keep your aim spaced from the door/wall/corner with the bomb down as the CTs are more likely to be aggressive and rush you due to the bomb timer.
- 12 It's important to be able to switch modes in-game so practice these techniques in scrims as you go.



# OFFENSIUE AND AGGRESSIUE

It is imperative that regardless of whether one is playing on the Terrorist or the Counter-Terrorist side one is still able to switch between play styles, understanding when to change from defensive to offensive and vice versa. In most circumstances on the offensive side of CS, usually the Terrorist side, the player needs to be quick in thinking about each move he will make since typically on this side he will be the attacker. The other main scenario where an offensive play style will be employed is when the player is a Counter-Terrorist but the bomb has been planted, thus forcing him to make a move due to the decreasing amount of time afforded by the bomb timer. fRoD's main points of focus on the subject of offensive positioning are anticipatory peeking and crosshair placement.

As a Terrorist on any map the player is essentially forced to enter the bombsite to plant and defend or simply eliminate the opposition. The objective will nearly always be for him to head towards the bombsite though. The player needs to have a general idea of how the defensive side will play out, whether this is where the opponent prefers to play from, where they might setup stacks or where the gaps in the defense will be.

## fRoD:

"For example when working on de\_train you know there are two bombsites, one being outside in the rail yard and the other being inside. If you're wanting to take outside you must go from one of the three entrances, those being ladder room, middle, and back alley. My favourite position to go to is down the ladder room because once this area is clear you are given access to the back wall of the train yard, as well as control of the tops of the trains. It is important to come out of such position and be the factor that allows your team to move up."





By coming out of positions such as that one the player will be able to choose whichever play style he wishes to employ, yet can still complete the objective and be efficient in aiding his team's overall success. He can either watch the ladder room area for a flank, cover the bomb or cover the whole outside area as his team hides in good positions. This approach allows for total control, though communication is of extreme importance because the information given will be crucial to the outcome of the round. The player's team-mates need to be aware of where to hide and when they can peek. It is key to survey the way the strategy is unfolding and the way the other team is defending the bombsite. It is also essential to maintain an appropriate level of cover because range is a key factor to consider at all times. When the opposition player is caught up in a long range battle with a sniper it can be very detrimental to his confidence, which will in turn aid the success of the sniper's team overall.

The same technique of crosshair placement which was outlined in the defensive positioning section can be applied to offensive attacks and avenues of pinning the opponent in. If the player is able to get help from his team which allows him to hold aggressive angles he is going to be able to utilize this technique of giving room from the wall so as to catch opponents rotating. This is

an effective technique because it allows the player's team to cause distractions in other locations of the map and presents the player with the opportunity of catching enemies sleeping, as it were.

#### fRoD:

"With all this though, you are going to be constantly put in situations where you have to get to these points to use the technique of giving room for your opponent to fall into your crosshair. You must learn to not only give yourself that confidence when turning corners, but also enough room from the wall, if you are scoped in, so if someone is close shooting at that area won't be difficult, and the amount of movement you need to execute the shot is not too much."

Another technique of offensive AWPing is no-scoping, or quick-scoping to use the less popular but more accurate terminology. This technique will be explained in more depth elsewhere in this guide but as a tool it will allow the player to clear close angles and rid him of the necessity of zooming at all times. Being zoomed in when taking corners can at times hurt the player because there can be many angles he must be covering at once. When these angles have been cleared, either by zooming or no-scoping, it allows the player to enter into a different mode of play, namely waiting out the opponent. From there situations may arise where the player must change into an aggressive mode again, mainly if the opponent is not falling into the player's traps and/or the player needs to advance in order to help his team further. These scenarios are when all play styles need to be readily at hand, though the primary one will be aggressive play. Aggressive holding of angles or peeking allows the player to advance in situations, which is typically exactly what the player's team will need in such situations from their AWP user.



If the player knows he has an enemy pinned in, that enemy may be trying to hide from him or may not be aware he is pinned in. There are many ways of going about engineering such a situation but the main ones to be discussed are those classed as aggressive. When the opponent is aware the player's team has a sniper it forces enemies to play in certain locations and the defense to flow in certain ways. This presents holes within the defense but without an aggressive play style the player will be unable to give himself the opportunities to make plays happen in these circumstances which can in turn win the round for his team.

fRoD:

"Too much passiveness in sniping can hurt the team in so many ways, because the objective of sniping is to be effective and learn when to change between play styles to benefit the team."

When the player is in situations where there is not much time left on the round timer he must be continually aggressive because if he is not making plays against his opponent he will find himself put into scenarios which will be much harder for him to be successful in. He will either die or not allow himself potentially better opportunities from which to succeed. It is important, even es-

sential, to take chances when sniping because the rewards to the player's team can be huge if these risks end up working. If they don't then the player can take comfort in knowing he died attempting to complete the objective and do his job, which is what the team requires of him.





# fRoD:

"You need to constantly be putting yourself, and your team, in situations that will win rounds or give you that chance to. When sniping and being aggressive this is what allows you to have those chances because it forces your opponent to play into your traps, and in turn you can choose in which style you want to go about the round. So even if you don't win the round your offensive objective is complete: giving yourself and your team the opportunity to win rounds, and forcing the opponent to play into your traps."

# Summary:

- 1 You need to know when to switch play styles from offensive to defensive and the other way around.
- 2 On the offensive side of CS you will need to be quick thinking since you will usually be the attacking one.
- 3 You must also play offensively when you are a CT and the bomb has been planted.
- 4 You need to get a basic idea of how the defense plays, where they setup and where they have left gaps.
- 5 Ladder room on de\_train is an example of an area that allows you to control key areas of the map.

- 6 Communication from you is important so your team-mates know where to hide when the bomb is planted and when to peek out.
- 7 Understand how to balance cover and range so you can wear away at the enemy's confidence by making him play long range against a sniper.
- Use the technique of giving space between your crosshair and the wall so you can catch rotating players out.
- 9 When moving around corners give yourself enough room that you can make movements to any of the many positions the enemy might be without too much strain.
- 10 By learning to no-scope (quick-scope) you will give yourself another way of being able to clear corners/areas.
- 11 If you clear corners and hold them but the enemy is not falling into your trap you may eventually have to become more aggressive so your team can advance their strategy.
- 12 Recognize that when your enemies know you are AWPing it will change the way they defense will and can be played. Look for the gaps which these changes will present.
- 13 If the time is running down you will need to be aggressive and make plays so you put yourself and your team in a situation where they can win the round.
- 14 If you are too passive you will be forced into situations which are much harder to win and you may be hurting your team's overall chances.



# COUNTERING AND ANGLES

Playing from both sides of a map requires a good sense of positioning and general awareness of what is going on. This will allow the player to try and get into the best and safest spots available to him, where he can execute his game play and scope in properly giving himself the requisite room from the corner/wall he is watching. It is important for the player to develop a countering mindset when he is forced into situations that make him uncomfortable, else he must simply relocate. The player should strive to be one step ahead of his opponent; he can begin that process by planning out their next move.

## fRoD:

"This can be done by just putting yourself in their situation, and if you knew where you were, how would you approach it? This is a simple and basic idea you can implement that can give you a good idea if it's best for you to hold, fall back or peek before you die to try and get one or two."

Trying to out-think the opponent will not always work but given the right mindset, and more importantly the right angles, the player can achieve a lot more success in the long run. Angles are vital for a player to try and think of

and counter. When an opponent is coming at the player he should try and think what he is about to see on his screen, or what the enemy player will see, and imagine an outcome which can help him counter it. Striving to make the best of the worst situations is a strategy which needs to be important in the player's mind, trying to think of ways to counter an opponent and gain good angles from which to fire.

#### fRoD:

"Giving a shoulder peek, which is done by applying the technique of hitting the opposite key, can give you worlds of advantages because you can try and get one and fall back. This is a great angle that you can take because when you put yourself in your opponent's eyes they simply don't see much of you, and you've given yourself an opportunity to hide if you miss your shot or an attempt for another."

It should be obvious that it is a very challenging process trying to integrate many complex concepts into one's game as the action is taking place. This is what makes disciplined practice essential; it will allow the player to digest information a little at a time and will help improve his game overall. By taking things slowly and learning from each little situation which arises the player will allow himself to gain a general knowledge of all that goes on in the game. Gaining this experience is the key to progressing in Counter-Strike if the player has aspirations of reaching the professional level or the upper echelons of competition.



Another important aspect of positioning regarding angles is for the player to always try and give his opponent the least amount of visibility of the player's model. When he falls back and holds positions he should look for boxes or walls that can allow him to hold an angle which is very small. By holding his crosshair to the far side of this small angle, basically the opposite side of the wall where he anticipates the opponent will come from; it will allow him to apply the tripwire technique of letting the enemy walk into his crosshair.

## fRoD:

"This is extremely powerful because sometimes they can walk into your angle without knowing because it is so small, and if you double zoom you can even hold a smaller peek. This will allow you to give your enemies a sort of element of surprise which can hugely benefit you and give you plenty of advantages. I feel the most important advantage of this is that you can hold tiny angles to try and get one, and you are able to fall back and attempt this technique, or many others, before dying."



This method of playing allows the player to be as effective as he possibly can throughout a given round, which makes him an extremely valuable asset to his team since he is maximising each round.



## Summary:

- 1 You need a good sense of positioning and general awareness of what is happening on a map.
- 2 You should develop a countering mindset when you're put in positions which are less comfortable.
- 3 Put yourself in the enemy's shoes and imagine what you would do if you were him in that situation.
- 4 Always think about the angles you pick and how you can counter your enemy's.
- 5 Shoulder peeking can give you an advantage by only letting the enemy see a small part of you but letting you get a shot off.
- 6 It's difficult to put new techniques into action mid-game so use practice to learn things piece by piece.
- 7 Gradually built up experience of this kind is key to becoming a top level Counter-Strike player.
- 8 Always try and give the enemy as little visibility of your model as possible.
- 9 When you fall back and hold a position look for boxes or walls which can give you a small angle you can hold.
- 10 Aiming at the opposite side of a small held angle will let you use the tripwire technique of letting your enemy run into the crosshair.

- 11 Holding these small angles can give you an element of surprise and let you fall back and attempt it or other techniques again before you die.
- 12 Maximising your effectiveness with these concepts you make yourself as valuable to your team as possible.





# Beginners

For a beginning player it is important to gather a lot of knowledge before entering any kind of competition. In scenarios where the player is trying to find a team and/or make a name for himself it is important he is as prepared as possible. This starts from the most basic upwards, before a player has even begun to become what might be termed a hardcore gamer. This means considering things like one's setup as this is an important area with a multitude of choices to be made. Adjusting one's sensitivies, binds and even just getting used to using the selected keys are crucial to a player's improvement. It is also essential to select areas to play in maps where the player feels comfortable, and which can either be held with a team-mate or alone but with a team-mate close by to provide backup. These are simple but effective ways to gain confidence in one's ability to hold areas of the map and also to work on communication skills and other aspects which help one as a player.

When selecting a setup it is important for the player to acquire the best hardware available to him. Any of the most well known gaming companies such as Steel-Series, Creative, and Razer etc. have products which can allow the player to be on an even playing field with

his competitors from a hardware point of view. The player should ensure he has the best headphones, mousepad, mouse, keyboard and computer available to him. Acquiring this hardware can put him in a position of advantage, especially in the modern Esports environment. The vast majority of one's competitors will have high level performance hardware of their own so the player needs a similar level of performance from his hardware in order to compete.

#### fRoD:

"This is just like an aspiring basketball player getting shoes and an NBA basketball to practice."

It is essential to consider any binds the player may need to adjust before getting further into other aspects of developing his game. Once he has practiced and played in public servers a considerable amount he will be able to see which binds need to be adjusted to other keys to allow him to be more comfortable and improve his game.

# fRoD:

"For example I switched Q to duck, instead of the normal CTRL, because when I started playing the game around 14 and my fingers couldn't reach all the way to duck comfortably. Making any changes like this for comfort allows you to play better and it's easy to find other available keys such as CAPSLOCK, this is my last inventory key which changes to the last gun you had out, which is Q by default."



As far as the setup of the AWP is concerned the player must pick a zoom\_sensitivity\_ratio he is comfortable with, this is discussed further in its own section of the guide. fRoD suggests a value which allows steady AWPing of the kind he likes to employ, especially since this will help a beginning player who has not fine-tuned his aim yet. It is vital for the player to give his aiming confidence by being steady and deadly rather than loose and aggressive, the latter is harder to control in terms of aiming and coordinating the shooting button. This is why fRoD recommends finding areas to play in maps which help the player to be more defensive such as: CT ramp at long A on de\_dust2, above the ladder on de\_nuke, the inside bombsite on de\_train and the right side of CT middle on de\_inferno.

# fRoD:

"I feel these are locations where you are able to implement many styles, and they can be played in many ways. As a beginner it is important to make sure you play these spots with either backup near, or with the mindset of running away after a few shots. These locations can be hard to hold if they are overpowered, but with a lot of practice you will be able to hold these spots as well as find many ways of playing these spots better. Remember, testing new styles such as being aggressive or playing sniping positions with rifles allows you to learn your position more, which is an extremely valuable tool."

A technique fRoD also likes beginning players to consider and start to work on from the outset is that of stopping while strafing using the opposite strafe direction key. When the player strafes left or right and simply lets go of the strafe button he will see his character model slide for around half a second after the button was released. The player must learn to move around, with any gun but especially the AWP, and learn to hit the opposite strafe direction button as soon as he sees an enemy and wishes to take an accurate shot. If the player does not employ this technique to stop quickly then he will not be able to get off a good shot as quickly and may be killed by the opponent. This technique is vital to the progress of any player, but especially a sniper. There will be many situations where the player is caught moving with or without his AWP scoped.

# fRoD:

"You need to practice this technique so you are giving yourself the opportunity of making any sort of shot. Without this technique you won't be able to get any killing shot off with an AWP, and will rarely hit bullets with a rifle or pistol. Deathmatches are great for this because you are forced to run and stop so often that you can do this technique over and over and over again."



#### Summary:

- 1 Gather as much knowledge as you can before jumping into competition. The same goes for finding a team or making a name for yourself.
- 2 Think about your setup and where you can play on a map that you will feel comfortable.
- 3 You need the best gaming hardware available to you. Any of the top companies can provide this.
- 4 If you don't have good gaming equipment then you will not be starting out at an even playing field against opponents who do possess those items.
- Think about your binds and their layout on the keyboard before you invest too much time in CS, this will help in the long run.
- 6 Pick a zoom\_sensitivity\_ratio you are comfortable with.
- 7 fRoD suggests you pick a zoom\_sensitivity\_ratio which lets you aim steadily and with confidence as opposed to loose and aggressive.
- 8 Try playing spots in maps which let you play defensive, either alone or with a teammate nearby.

- Test out new styles like being more aggressive or playing an AWP position with a rifle, this will help you learn the position better.
- 10 Learn the strafe stop technique; practice it in deathmatch servers where you can repeat the technique again and again.



Ratio is described as the relationship between two quantities which are typically shown as one divided by the other, so the ratio for 5 to 2 is shown as 5/2 (5 over 2)

fRoD likes to start by explaining that concept because a lot of players don't understand the basis behind what the zoom\_sensitivity\_ratio command means exactly. By breaking down the command variable name the player should realize it controls the ratio of the zoom to the overall mouse sensitivity. The player can calculate the sensitivity he will have when zoomed by multiplying his overall game sensitivity (controlled by the sensitivity command) by the zoom\_sensitivity\_ratio he chooses.

# fRoD:

"For example: I use 2.4 sensitivity, and I use 0.77 zoom\_sensitvity ratio. When you multiply my sensitivity (2.4) by my zoom\_sensitivity\_ratio (.77) you get 1.848. This is the number which when I zoom, my scope is set to. The reason I preach and explain this as much as I can is because the default zoom\_sensitivity\_ratio is 1.2, and when you multiply any sensitivity by 1.2, you get a higher zoom sensitivity. For example: If you use 2.4 sensitivity, and you use 1.2 zoom\_sensitivity\_ratio. When you multiply the sensitivity (2.4) by the zoom\_sensitivity\_ratio (1.2) you get 2.88."

The 2.88 sensitivity will naturally be considerably faster than the previously mentioned 1.848 which results from fRoD's zoom\_sensitivity\_ratio setting. This means flick shots, and even steady shots may go past an opponent because when he zooms as his AWP's sensitivity is being set to a higher figure than he is used to. fRoD has always been in favour of a style of more slow and steady AWPing, with deadly and precise flick shots, as opposed to having a scope sensitivity which means it moves around quickly and can possibly overshoot an opponent. As a result fRoD suggests starting out with a zoom\_sensitivity\_ratio of 1, meaning the sensitivity while zoomed will be identical to that of unzoomed which the player has become accustomed to. From a starting point like that the player can see any adjustments which need to be made and by moving up in increments of decimal point numbers one's sensitivity can be tweaked without the multiplier leaping up in too large intervals.

#### fRoD:

"I used .9 for a long time in my career, so this is one I definitely recommend to use if you want to try a more slowly paced shot, where you can hold corners and angles better in my opinion."

Another important aspect of the zoom\_sensitivity\_ratio command is being accustomed to playing with the overall sensitivity value the player has set, that way any adjustments are only affecting the sensitivity while zoomed in and so tweaking becomes a more precise process. The player must bear in mind that any change to his overall sensitivity will affect his scoped sensitivity since the command is a multiplier to the main sensitivity variable. This concept needs to be fully understood by anyone who is a primary sniper and uses the AWP's scope a lot.



fRoD used a sensitivity of 2 for around two years with a zoom\_sensitivity\_ratio of 0.9. This amounted to a 1.8 sensitivity while zoomed in. He then came to the decision to raise his overall sensitivity a little since he felt this would help him in situations where he needed to turn around rapidly or make quicker movements with his crosshair. From here he came to the sensitivity value of 2.4 by playing a lot each day and deathmatching, gradually moving up the value by 0.1 each time he felt he had gotten used to the overall sensitivity. This continued until he reached the sensitivity he wanted and felt most comfortable with. He then began tweaking his zoom\_sensitivity\_ratio, this time lowering it by around 0.01-0.03 per day (0.9 to 0.87 to 0.85 etc)

# fRoD:

"This kept my scope sensitivity at the number that I was used to, which was around the 1.8 margin. When I finally ended on 2.4 sensitivity, and 0.77 zoom\_sensitivity\_ratio, this left my zoom scope at the 1.8-1.850 range, which is around the sensitivity I have used for many years. I treat my scope sensitivity totally apart from my regular sensitivity, which is why I didn't just use 0.9 with my new sensitivity. It is very important to get used to certain sensitivities and stay playing with them because this is also another technique to build on consistency."





# Summary:

- 1 A ratio is the relationship between two quantities.
- 2 The zoom\_sensitivity\_ratio command is a multiplier which is applied to your sensitivity to produce the sensitivity while zoomed in
- 3 A zoom\_sensitivity\_ratio of 1.2 applied to a sensitivity of 2.4 will result in a 2.88 sensitivity while zoomed in.
- 4 fRoD currently uses a 2.4 sensitivity with a zoom sensitivity ratio of 0.77
- 5 fRoD prefers a slower style of AWPing where his shots are steady and his flick shots more precise.
- When you alter your overall sensitivity you alter the effect your zoom\_sensitivity\_ratio has.
- 7 Experiment with your sensitivities by gradually finding a good overall sensitivity and then tweaking your zoom\_sensitivity\_ratio by a small amount.
- 8 Try and get used to your sensitivities so you can stick with them and increase your consistency.





If one has been able to make the leap from being a standard public server player to someone who scrims regularly or has perhaps played in a few teams or tournaments then he is in a position to start advancing his skills and more importantly his practice methods. There are numerous ways for the player to improve his practice and the way he approaches situations, but first he must dedicate himself to this goal and the practice necessary to reach it. There are a lot of tools that can be implemented in a team when the player is ready to advance his own play: AWPing more aggressively, rotating quickly to support his team and working better with team-mates in bombsites, perhaps even another AWPer.

## fRoD:

"You can also advance yourself personally by practicing things outside of the game, such as your flick shot. This is very important to any player because when you start being more aggressive you are presented with many situations where you need to aim elsewhere than where you are looking. Without an accurate flick shot you won't be able to succeed in these situations, this can stunt the progress of any aspiring sniper."

One method for warming up prior to the start of a game is to practice one's flick shot accuracy on boxes around the map. The player should try and aim in different locations away from these boxes and then flick shoot his crosshair towards the boxes, striving to hit as close to the center of them as he can. This can help a player get his aim comfortable to a point where he can work with it further. The player can go into a deathmatch server or repeat the box flick shot method, working on small distances of flick shooting until he gets accustomed to that method of firing. Once that is the case the player will start becoming a lot more successful at implementing this style of firing into his game.

#### fRoD:

"Trying to find any technique to improve your flick shot, or steady practice, to even lowering your zoom\_sensitivity\_ratio, must be attempted and found in order to steady your shot. This is also why I recommend a lower zoom\_sensitivity\_ratio, so you don't over-shoot your opponent. I feel over-shooting is a lot worse than being short on your opponent."

Once the player has practiced his flick shot he is going to be capable of starting to hold more aggressive spots, examples of which would be peeking down catwalk as a CT on de\_dust2 or rushing out of the middle on de\_train. These are just some of the scenarios which if correctly taken will give the player's team a better chance of success most of the rounds they are attempted. The strafe stop technique is absolutely essential to attempting these plays as the player will be presented with a number of situations where he is moving and he needs to stop quickly. If he does not stop fully and attempts to fire his shots will not be 100% accurate. Aggressive techniques and pushes such as these are needed in parts of a map where the odds do not favour the AWPer, as with the examples given above.



# fRoD:

"Taking risks is very crucial, and without the proper technique, confidence and willingness to attempt these for practice you will not be able to implement a very deadly play style as a sniper. It is very important to take a lot of time to practice this, and even if you get killed a lot remember that practice is the key to your success in this game."

Rotating quickly to help one's team-mates is also very important. At times the player is left in situations where he needs to move but due to being a sniper he will have to go slower than a rifler may and proceed with more caution. The player also needs to remember that taking these risks can help his team; if he has to re-take a bombsite because he was helping a team-mate that is fine as his team needs to create re-takes. It is not the player's fault for attempting to assist the team. A lot of the time the other team will know where the player is playing on defense and so doing these guick and speedy rotations will catch the other team off guard and provide the player with a lot of opportunities to kill. This will in turn only help his team further because he is able to neutralize the threat as well as force the opposition into a sense of confusion over the style of his play. This kind of confusion helps the player's team, as well as the player himself, in other rounds because the opposition will be left puzzled in a number of situations over where the player is or could be. This will mean the opposition are not focussed on their own objectives.

#### fRoD:

"This will take many teams out of their game plan, and is very effective because now you have successfully disrupted their team and their way of functioning by your play style. This is an extremely effective tool because this will allow you to sway situations in your way and your team's."





Another good technique to practice, as a team or as an individual, is playing in the same bombsite as another AWP user. When the player is forced into areas such as outside or inside on de\_train, or in any other defensive setup his team might call, he will need to cover many angles as well as appreciate that distance may be a key. By utilizing steady communication and watching his spot the player will allow himself to be extremely effective and hold down locations with someone else from a distance. This will allow the player's team-mates with rifles to become more aggressive and take the lead in certain situations.

#### fRoD:

"This instills a lot of confidence in your teammates when re-taking bombsites, or going to plant the bomb, because they know they are being covered from several angles, and most importantly the ones they can't see. This dual AWPing technique can benefit a lot of teams when the firepower and teamwork is there. It can allow you to bring new strategies and setups to your team, which will only benefit you."

#### Summary:

- Dedicate yourself to the goal of improving yourself and your practice, knowing the degree of work this will take.
- 2 Practice aspects of your play outside of the game such as flick shots.
- 3 Practice flick shots and warm up by aiming away from a box and then trying to flick so you hit the centre of it.
- 4 When you've become comfortable flick shooting with the box method or deathmatching you can try to be more aggressive in matches.
- Try anything you need to in order to get a steady shot, overshooting is worse than undershooting.
- 6 Peeking down catwalk as CT on de\_dust2 or rushing out of middle on de\_train are areas you can be more aggressive in-game.
- 7 Mastering the strafe stop technique is vital to those positions.
- 8 Even if you die a lot in practice learning to take risks, stick with it because it will help your success in the long run.
- When rotating as an AWPer you may need to go slower and take more caution than a normal rifler might.
- 10 Don't worry too much if you are forced to retake a site because you were helping a team-mate, that's your job at times.
- 11 Quickly rotating will help you catch the other team off guard and neutralize their threat(s)
- 12 This can help you confuse the enemy which throws them off their game plan.
- .3 Practice playing in the same bombsite as another AWPer and learning how to cover all the angles together.



One of the main aspects of using the AWP the player must remember and focus on is being a team player. He will not achieve any sort of success without keeping his team in mind. If it is his decision to be a dedicated AWPer then he must try and bring an arrangement of strategies and play styles to the table that can benefit the team. When the player's team begins to make strategies and dry run them he needs to be able to present situations in which he is comfortable working on offense or holding an area on defense. From here he can make strategies where he leads the way or is the main focus of a round.

#### fRoD:

"There are going to be many situations where you are going to be uncomfortable working parts of the map, but with the help of your team anything can be done. This is your primary job: to tell the team how to help you, from cover on a side to a smoke grenade or flash bang. Anything that will help you must be communicated to your team. Sniping is very powerful but it becomes extremely dominant with the help of team-mates."

Providing cover for one's team-mates is an important element of being an AWPer and must be considered a priority. In scenarios where the player's team is planting the bomb he will need to take angles where he can cover his team-mates from long range. This will allow his team-mates who are riflers to engage in the more close range battles, in turn favouring the overall operation of the team unit. When the bomb is planted and the player is on defense he needs to ensure he is covering the defusing team-mate and not make the mistake of trying to defuse himself. The player can pick from many locations to scope into so he needs to pick the more difficult angles so the easier ones are left for the rifle players on his team.





"This is important because this helps the confidence of your team acting upon the round. From giving them confidence to peek corners, or stack in locations, or cover other angles, this confidence factor is something that benefits your whole team by you simply holding down the more difficult location. This is a factor I like to implement a lot in my game play because I feel it is very important to share that confidence that I have with my team, and I take any opportunity I get to do that."

Another important part of competing within Counter-Strike is money management, especially as an AWPer. An AWP costs \$4750 while an m4 (colt) is only \$3100 and an AK-47 is just \$2500. This is a huge disparity in price and cannot be taken lightly unless the player's team has the maximum money Counter-Strike allows. It is very important for the player to be aware of his money situation from the outset of the pistol round, making sure never to overbuy in any situation. If the player's team loses the pistol round it becomes extremely important to get the bomb down as much as possible in the following eco rounds, as well as only using one's glock or USP instead of wasting money on a desert eagle. Getting any amount of kills in the save rounds can allow the player to purchase an AWP and the more kills he gets the more accessories he can afford along with it.

#### fRoD:

"These accessories are extremely important because you will be able to help your team in many more ways by having flash bangs, a he grenade and a smoke grenade. Also, you are able to buy full armor and an extra clip of ammo just in case. I always make sure to carry at least 20 bullets because I try several wall shots every round where I would lose all my bullets if I tried when I had no extra."

In scenarios where a match is 6-10 rounds deep and rifling is not working for the player and he needs to save money there are a number of techniques to help him in saving towards an AWP. One is for him to only buy 2 extra clips of ammunition for his rifle. This may not seem important but gradually by having saved that extra \$60 for an m4 and \$80 for an AK the player will end up with several hundred \$ extra which can be put towards a defuse kit or a flash bang further down the line. If the player's team succeeded in winning the pistol round then he has several ways of building up his bankroll to get an AWP, possibly even starting to save money for another in a later situation.

#### fRoD:

"I personally enjoy using a USP on either side of the game if my team wins the pistol round. On defense you can play many defensive locations to allow your team-mates with an mp5/famas/m4 to take the more aggressive spots so you can possibly get an AWP in the 3rd round. If the Terrorists plant the bomb in the pistol or any of the save rounds following, they will normally buy, which is why you must buy up depending on how the game plays out."



If the Terrorists were unable to get the bomb planted on the pistol round the player can employ the trick of saving for an AWP for the 3rd or 4th round. It is essential to buy fully the round after the terrorists planted the bomb, or on the 4th round. There are some teams who prefer to buy despite having low money so it is extremely important for the player to be aware of who he is playing and of the level of risk in saving. On offense the USP is an excellent weapon to pit against other USPs since the player has the advantage of armour and grenades. This allows him to play the 2nd and 3rd rounds with a USP, possibly getting a few kills, while saving for an AWP. The most important aspect of this concept is building up a bankroll for future rounds.

- 1 Always remember and focus on being a team player.
- 2 If you plan on being a primary AWPer then develop strategies and positions you can play which you can bring to your team for them to adapt to the overall plan.

- 3 You will find times when you are uncomfortable in an area of the map but with your team's help anything is achievable.
- 4 Tell your team how to help you.
- 5 Covering your team-mates must be a priority.
- Take the harder angles to cover and the long range ones so your teammates with rifles can take the easier/closer range ones.
- 7 Cover the team-mate defusing the bomb, don't try and defuse yourself.
- Always be aware of your money situation and planning how to build up your bankroll because the AWP costs a lot more than either of the other two main guns.
- 9 The more kills you can get on save rounds the more accessorizes you can afford along with your AWP.
- Save money for an AWP by only buying 2 clips of ammo with your m4 or AK.
- 11 To use a USP as CT after winning the pistol round cover more defensive positions and let your team-mates with better weapons take the more aggressive spots.
- 12 If the terrorists plant the bomb on the pistol or any of the save rounds they will often buy up so as a CT you must buy also.
- 13 Know who you're playing and if they like to buy up as T with low money so you know how risky it is to continue saving.
- The USP is an excellent weapon to use on the 2nd/3rd round after winning the pistol round as T because you will be facing other USPs but with the advantage of armour and/or nades.





"Smoke grenades are one of the most valuable accessories to buy before leaving spawn. On either side of the map, they can be used effectively and primarily to your advantage. From securing positions on defense, to pushing the defense back on offense, smokes are a very tricky tool but primarily can be exploited the most by a sniper."

A lot the time smoke grenades can be thrown off walls or ledges with trick bounces, this typically means the smoke grenade will go off as well as bouncing away, not just sit in one position releasing smoke as one would expect it to. This specific type of smoke grenade throw allows the sniper to exploit the cloud while on either side of the map. He can single zoom and see under the smoke or around it, looking where the small patches are to zoom through. The longer the grenade has been releasing smoke the more gaps will be exposed which need to be checked. This can be a useful tactic when the player is pushed back into an uncomfortable position on defense. It is risky to throw a smoke grenade that can essentially benefit the opposition, but if thrown properly and used correctly it can be an extremely effective strategy.

#### fRoD:

"For example, on de\_inferno I play right side of middle, which is closest to the CT spawn by A. I sometimes like to throw a smoke grenade off the right side middle wall and let the smoke drop near the CT middle where the Ts come up. By bouncing it and eliminating the actual grenade fizz I am able to peek down middle and use the cloud to my advantage because they may think the area is clear by seeing a smoke grenade."





This kind of move can give the player adequate cover and the ability to get kills while still escaping safely. If the smoke is just thrown towards the middle then it has a chance of staying in that area and releasing more smoke which may obstruct the player's ability to see through some of the clouds.

On offense it is very important for the player's team to be smoking off areas to provide themselves proper cover to attack certain spots. The player must follow the strat and do what his team wants him to do. but at the same time sniping is one of the few roles which gives the player the opportunity to use smoke to draw out the defense. A lot of the time defensive players may get riled up and want to re-take areas they typically play that have been smoked off, or they may choose to fall back which is also positive for the player. These situations can allow the player to get more kills and with the advantages of being able to kill in one shot and see through parts of the smoke they are extremely important. By taking positions which allow the player the height advantage or proper clouds of smoke he can pick off the defense while they are rotating.

#### fRoD:

"Sometimes smoke grenades are red flags for the defense to start rotating. These are times when you need to be on the prowl and try to catch someone slipping. It is very hard for a rifler to creep through smoke because it is likely he can't see much and can't continue taking angles that benefit him since he is creeping through the actual smoke."

Utilizing the double zoom feature of the AWP is extremely effective when looking through smoke and in normal play. If the player is accustomed to sniping a lot he will find he is caught in situations where his shot could have been more accurate had he been double zoomed instead of single. One needs to be aware that these situations can happen all the time and as a result practice for them. Example situations which can arise on defense: when on defense and having to watch one entrance like at the back of the B platform looking into the tunnel on de\_dust2, covering the dropped bomb from distance or covering from long range when the player's team is defusing. Examples on offense holding a single entrance angle while zoomed such as when in the pit at Long A on de\_dust2 and looking into A, covering middle for catwalk takes, covering the planting team-mate from Long A or covering CT spawn from inside the A bombsite on the ledge.



"Giving yourself a little extra room from the corner will definitely help too. Your opponent either has to run out or peek slowly, so by giving yourself some room you can easily just move a little towards the opponent because you are zoomed so far in and your sensitivity is slower. This is very effective in locking in your opponent and not letting them escape from any locations which can hurt your team."

It is important for the player to understand, keep testing and finding ways to make his smoke grenades effective. They are to be considered vital pieces of equipment and at times fRoD will choose to take up a better defensive position with a chance at getting some kills through smoke over buying a flash bang, when those are the two options available. As the rounds progress in a game the player should start to see if certain circumstances are leaning towards benefiting one equipment item or the other, such as purchasing a flash bang instead of a smoke grenade. It is important for the player to bear in mind that a smoke grenade can be just as effective as any other kind of grenade though.

- 1 Smoke grenades are one of the most effective accessories and can be exploited best by snipers.
- 2 Sometimes a smoke grenade throw can allow the grenade to go off while still rolling away, letting you exploit the cloud of smoke.
- 3 You can single zoom and look under smoke clouds or around them.
- 4 These kinds of smoke throws can be useful when you are forced into an uncomfortable defensive position.
- 5 These 'tricky' smokes can let you get kills where throwing the grenade directly towards the target area wouldn't.
- 6 You can use smokes to draw out the defense's players or make them retreat, both of which help you.
- 7 If you take a position where you are higher than the enemy or there are proper clouds of smoke you can pick off rotators.
- 8 It's more difficult for a rifler to move through smoke and still hold angles which benefit him.
- 9 Using double zoom can help you see through smokes and is also important in normal play.
- 10 By practicing double zoom you can use it in situations where single zooming will be less accurate.
- 11 If you have mastered shooting through smoke clouds there will be times when it might be better for you to pick a smoke over a flash bang.



In this guide fRoD can often be seen talking about 'situations', this is because he is of the opinion that Counter-Strike is so different almost every time it is played that the player is always going to find to himself presented with new scenarios. As a result it is important for the player to place emphasis on developing his mental game.

# fRoD:

"The improvements and adjustments in this topic will essentially help improve the way you establish yourself in-game, building confidence and forcing situations in your favor by applying your knowledge to the game."

Experience is built simply through playing; the difference comes from the amount the player gains in a specific amount of time or the rate at which he gains it. Playing against superior teams and attending tournaments are excellent ways to gain experience, the more competitive the environment the more experience the player can gain. The key ingredient to building experience is the gaining of knowledge regarding all types of situations, and improving in them. When the player improves and finds ways of fixing his play in certain situation he gains experience by becoming more knowledgeable about what is required to win in the situations he encounters.

#### fRoD:

"A great way to build confidence in yourself and get the edge in the mental game is by establishing a presence. Whether you are on offense or defense, you can set certain tones in the way the other team will handle their situations and just the round in general."





Even if the player is not successful in a given strategy or round he can still have claimed a small victory in having forced the other team to play the game in the manner he chose to make them. This is a way for the player to gain respect in the manner he approaches certain situations and will sometimes benefit him in that the presence he has established will allow for him to take charge of situations and handle them with more confidence. In turn with the opposition he is facing forced to play his kind of game their confidence will be reduced or eroded to a similar degree. This simple approach can give the player the slight edge which is necessary to be the difference in winning or losing any situation.

Being overly aggressive at times can also be a good way for the player to establish his presence on both sides a map. If he can escape while still showing this level of aggression he will set a tone in the opposition's mind, letting them know he is not afraid of engaging them.

#### fRoD:

"Even if you die and aren't successful you still set a lasting tone that can stay from 1 round to the next, which will continue to benefit you. Just think of it as investing a few deaths and pushes in setting tones for your benefit in later parts of the game." In some situations such as taking locations with a mixture of grenade usage and aggression the player can take angles and pick spots which benefit him and put the impetus on the enemy to peek against him. This is an excellent tool for creating openings and getting kills which can help the player's team. This approach can also be employed on either side of a map and if properly planned out, based on experience, the player can end up helping himself out greatly in these types of situations. When the player's opponent is made to feel uncomfortable and peek out on him they are showing a form of reduced confidence in their approach since the player has the superior positioning. It is essential for the player to learn to either peek or hold, but know that forcing the opponent to come to him is the key to this style of approach.

# fRoD:

"This can force them into traps that you and your team have set, and are important for AWPers because the other players can be a little more distressing upon the opponent. This distress is another way to drain even a sliver of confidence out of your enemy which will greatly improve your chances at success."

By learning to establish an intimidation factor the player acquires a tool which can be highly valuable to any team. This simple act can allow his team to utilize more strategies on both sides of a map and improve his chances and their chances of legitimately competing.

"Being able to control the flow of the other team is something that a lot of professionals do, because at the end of the day, no matter what situations are presented to you, you can always be on the other end of it."

It is of importance for the player to gain experience in taking these kinds of aggressive approaches and setting an intimidation factor, but it is also important for him to learn ways of countering this kind of play when the opposition attempts it. It is not possible to always have the upper hand in every situation but the player can greatly improve his chances at success. Even if he can only kill one enemy or hurt a few he is able to help his team out, thus it is important the player does not let his confidence wane because he dies. When a player's confidence is eroded he will forget to implement these intimidation factors and will shy away from taking aggressive approaches and positions within the game. This happens occasionally to even the best players in Counter-Strike. The key mentally is for the player to know he is exerting his maximum effort and following his game plan, this knowledge is crucial to the remaining rounds of a game. No game is over until the opposing team has won the required amount of rounds, so until then the player must remain vigilant in keeping positive and striving to implement these strategies and aggressive techniques because in doing so he helps out both himself and his team in the remaining rounds





- 1 Counter-Strike can be different every time you play it in terms of situations so it's important to work on your mental game.
- 2 You gain experience by playing, all that differs is how fast and how much experience you gain at a time.
- 3 You can gain more experience by playing in tournaments and against better teams.
- 4 Learn and fix your game constantly and your ability to play in different situations will improve.
- 5 A good way to build your confidence is setting the tone in a match and establishing your presence.
- 6 Even if you die while establishing your presence you can force the enemy to play your kind of game and lower their confidence.
- 7 You can consider a few deaths attempting to establish a presence as an investment into future rounds.
- 8 Forcing the enemy to play the way you want them to can give you the slight edge you need to win in key rounds.
- 9 Being aggressive shows the opposition you're not afraid to take them on.
- 10 Using grenades and aggressive positioning you can force the enemy to peek out on you, giving you the advantage.

- 11 When you make the enemy peek out into a trap you and your team has set you lower their confidence further.
- 12 This style is good for creating openings in the defense and getting kills.
- 13 It's important you learn how to counter these techniques when the opposition uses them.
- Don't feel bad if you die trying to carry these approaches out, feeling bad will only make you not want to continue trying this style.
- 15 Even the best players lose confidence at times.
- The game is never over until the other team hits the winning round total so don't give up or abandon your approach before then.



Many of the concepts outlined in this topic are things the player can attempt to implement and work on once he has mastered the techniques described in the beginner and amateur topics. When this condition has been met the player will be more prepared to attempt advanced or difficult moves and will generally be in a situation where he can practice regularly and be going in the right direction to get ahead of his peers.

#### fRoD:

"A lot about the advanced aspects of AWPing have to do with aggressiveness. Being able to catch your opponent off-guard is very important because a lot of the time teams are setting up to do strategies on offense or holding positions on defense. Timing will allow you to sometimes get players moving to certain locations or simply just being distracted. Without aggressiveness you won't be able to give yourself opportunities where timing can fall in your favour."

It is a key in Counter-Strike to be able to move around the map and reposition oneself. Aggressiveness allows the player to extend his position so he can fall back to a previous location while still being safe from harm. If the player is unable to apply this approach and is forced back he needs to attempt to get into positions or spots where he can be of value to his team. Whether this means holding off the opposition or just getting a kill or two, anything will aid his team. Attempting rotations with risk involved in them will also allow the player to excel as a sniper since he is moving around the map such that his opponent will not be certain of his location and as a result cannot avoid him while executing their game plan. As an example: if the player is holding catwalk and the CT ramp on de dust2 then rotating to the middle and peeking down or into the lower tunnel the player can exploit other areas of the map at the beginning of the round. Doing this during 'dead time' can allow his team to exploit the holes in the map as those cannot be filled by the opposition, thus giving the player's team-mates a quick advantage or attempt at kills. Dead time is what fRoD calls the time during which both teams are slowly working into positions from which to execute a strategy. During this dead time it is possible for the player to leave his position, or have it watched by a team-mate, in order to secure one side of the map for his team. This type of manoeuvre is risky but with adequate communication and properly practiced the player can implement a number of different strategies and help his team, which should always be his main objective.

#### fRoD:

"When it comes to being aggressive and taking risky rotations, you need to be able to shoot on the fly. Using the technique of hitting the opposite strafe to where you are going (if you hit A to strafe left, hit D to stop the slide, etc), you can give yourself chances at getting a lot of frags."





The most important aspect of this kind of play is either being able to no-scope (quick-scope) or scoping quickly and then flick shooting an opponent. To secure a kill the player must strive to scope as much as he can to ensure his shot hits the target. Often when the player turns a corner and hits his scope button his crosshair will be far away from his opponent. This is where the technique of practicing flick shots on boxes to improve accuracy and consistency pays dividends. Being able to hit a flick shot in a short space of time will allow the player to take up more aggressive positions and increase his level of effectiveness immensely.

# fRnD:

"Sometimes in between the time it takes for your scope to come out and you to aim onto the opponent, I like to either hit duck or move a little bit to the side to give my opponent a harder target to hit. This is very important because trying to be a harder target to your opponent can allow you to hit your shot and even give you another opportunity at another shot or kill."

There are many advantages to being able to no-scope because it allows the player to turn a corner, take a shot and then escape without dying. It is, however, very important for the player to understand that this approach can be extremely risky because if he misses that shot it can lead to his opponent killing him or his position being revealed.

#### fRn∏·

"What I like to do to improve my chances at trying to hit these shots is before I go into a situation where I need to no-scope, I try and switch to my pistol a few times and hit the last inventory button (default is Q but for me it is CAPSLOCK) This allows your crosshair to pop up and go away in your vision, and this can visually remind you where to try and aim to line up the opponent in the middle of the screen."





It is also of importance for the player to try to hit his scope button and his firing button at the same time, this results in the scope appearing briefly but not much. If the player does not do this there will be times when his shot will be fired but not hit the target due to Counter-Strike registering shots different in weird situations, for example when the player throws a grenade but keeps his AWP out. To test this out for himself the player should enter a server and hit both buttons at the same time, firing into a wall and noting the differences in accuracy. He will also discover the right timing he will need to get the scope to appear momentarily.

# fRoD:

"Another good technique I like to implement with the AWP is when you are scoped in, shoot, and then hold down the fire button until the next bullet comes out, which is a quick scope. This tool is at its peak of effectiveness when you get the first kill, because when you simply wait the few seconds it takes to reload the AWP, you already know where your crosshair is located and are ready to take the next shot."

This is a method of securing another kill quickly since the player need not wait for the scope to appear and so can save around half a second or so which can be extremely valuable in the course of a fire fight, especially against top

level players. When fRoD implements this technique he likes to jump in the time it takes his AWP to reload as this gives his opponent a more difficult target to hit and once he lands he is ready to fire his shot. This can be very powerful in throwing the enemy off guard and being able to dodge enough bullets to possibly get another shot off. This technique is mostly employed in situations where the player is caught in a bad position either after getting a kill or missing his shot. Most of the time this will result in the player being killed since that reload time is when he is at his most vulnerable and cannot fire back. These are times when the player needs to make the decision of whether to run or implement this technique to try and survive or get another kill. Although this technique has many advantages fRoD feels it has more disadvantages when compared to other techniques of noscoping or quick-scoping.

#### fRoD:

"The reason for this is because in situations where I quick switch to my pistol then back to my AWP, I feel I can get away more, even if it's simply hiding behind a secure wall for those couple seconds before taking another shot."

If the player takes a shot, holds down the fire button and gets off the next shot with a no-scope he is sitting out in the open while his weapon reloads and since he was previously scoped in his character model will naturally be slowed in its movement. This can prevent him from securing adequate cover since walls can absorb a lot of damage for him.



"When you get a kill and want to try and take another kill, it is important to know it is risky, but it is also a lot easier to get that second kill because of the crosshair and screen alignment you've already done to get that first kill. You are able to have your aim and mouse in a position where all you have to do is move your character, stop, and shoot quickly to then escape"

This can be very costly, however, because taking a second peek can hurt the player and his team when it results in him losing his life. For this reason fRoD recommends only attempting to re-peek in this manner when the player can only be shot by one enemy, not from 2-3 or more different angles. An example of this would be if the player is at B doors on de\_dust2. It is acceptable for him to get one kill in the tunnels and then try to re-peek because the only angle he faces attack from is the same one from which he got the first kill, essentially the only one. If they opposition have thrown a lot of flash bangs and entered the bombsite after his first kill/miss then it is important for him to fight the temptation to peek the bombsite where the enemy may already be setup in multiple locations.

# fRoD:

"You can try and take maybe a fast no-scope shot but it is important to not commit yourself there because staying alive is much more valuable to the team on the re-take than being down a man."





- 1 Wait until you've mastered the concepts in the beginners and amateur sections of this guide before attempting this section.
- 2 A lot of AWPing is about being aggressive and catching your opponent off-guard.
- 3 Aggressiveness allows you to extend your position but still fall back to your previous position and be safe.
- 4 Being able to rotate in risky situations can allow you to excel as an AWPer.
- 5 During the dead time before the opposition have executed their strat you can leave your position, perhaps having someone else watch it, to help lock down an area of the map for your team.
- 6 To attempt risky rotations you need to master shooting on the fly.
- 7 It's important that you learn how to noscope (quick-scope)
- 8 To no-scope press both mouse buttons at the same time, so that the scope will appear but only briefly.
- 9 You can practice no-scoping into a wall on an empty server to see how accurate it is as you press the buttons with different timings.
- 10 You can also no-scope by keeping the fire button held down after firing a shot and waiting for the next bullet to be loaded into the AWP.

- 11 You also need to master flick shots.
- Focus on becoming a difficult target for your enemy to hit while you wait for the scope to come out for you to take a shot.
- 13 Switching between your pistol and AWP can remind you where the center of your crosshair/screen is.
- 14 If you don't have the timing right on your no-scopes the bullets will not hit where you are aiming.
- Once you have gotten your first kill it can be easier to get a second kill immediately after but this is also risky.
- 16 Try to only take a re-peek when you know you can't be shot from multiple angles/locations.



"In this game one of the most important things, and I try and stress this throughout, is that learning from yourself is the best form of practice and learning. Imagine a professor talking to you about any given subject, and you taking notes on it because you want to learn the subject and get a passing grade. Use this form of thinking towards yourself and in any situation you are in, because learning and 'taking notes' can always be done mentally."

To continue fRoD's professor analogy for a gamer playing in-game and letting a situation unfold is just like the professor talking about a subject, this is because the material presented in the class room setting and the material presented to the player in-game can be the same from the perspective that he can learn from it and make notes. By using situations he and his teammates find themselves in and learning from them he can benefit and improve his game greatly.

#### fRoD:

"I have several ways I like to learn from any mistake I make in either a scrim or a match, because at the end of the day, they are both CS and learning from a scrim and a match is really no different. I guess other than the fact scrims, I feel, are more important because this is where you get your testing out of the way, and formal practice for any match so no mistakes or only a few are committed."





fRoD likes to visualize the scrims he has played in when he has an opportunity, before going to bed for example. He tries to think of all the situations he was put into that came out in his favour, this is because he understands from his experiences how he brought about a positive outcome to them. Likewise he also thinks of all the situations in which he came out on the losing side, these are situations he knows he needs to avoid or fine-tune his approach so as to pick up a kill or at least help his team in some manner. By maintaining a very regular playing schedule fRoD has an immense advantage since at any moment he chooses to reflect on game situations he has fresh memories of recent matches/scrims to think about and a wealth of errors or successes to learn from.

# fRoD:

"I am extremely critical of myself in the game, and it shows. Any one of my team-mates knows this, and can attest to the fact I am extremely hard headed in the game and try to always come out on top when being at a disadvantage. A funny fact, another thing you can ask all my teammates, I seem to always hit the harder shots rather than the easier shots. I am always trying to think ahead of the situation and practice the more difficult aspects of the game, because the 'easier' ones come along with it. When you are an expert

at a game you still make novice moves, but they are with an expert twist, is basically what I'm saying. Learning from every single aspect in the game allows you to be able to be a universal player, which can be a valuable asset to any team."

fRoD has practiced many rifling techniques, primarily through practice and watching his team-mate Tyler "Storm" Wood's techniques in action, as a result he can feel confident in his belief that he is a top rifle player in his own right. This kind of persistence and work ethic can get a player as far as he wants to go within the game. Being able to learn from other players, his own mistakes/successes as well as having an open mind means the player can try anything he wishes within the game and see where it leads him. It is vital for the player to always maintain the mindset of being extremely critical of himself and looking over his mistakes can give him the ability to improve, which is a key to growing as a player within Counter-Strike. The game is constantly evolving so the player must be aware of this and continually adapt and update his play style. By ensuring his mind is following the track of what he wants to accomplish in a round and trying to improve aspects of his game the player will allow himself to play to the best of his ability every game. It will also let him learn from his mistakes as soon as possible and in doing so improve as quickly as possible.

# fRoD:

"This is a great tool in training your mind to be steadier, and can even give you confidence and that sense of humbleness inside when attending big tournaments. Anything that can help calm the butterflies down helps a lot."



One thing the player can try in scrims/pugs is re-peeking certain positions, in other words taking another shot in the same location as a previous shot/kill. The high risk and reward inherent in this approach means the player has a lot to learn from his errors or successes. This technique is one which builds the player's confidence up and gives him more situations to learn from since he can be successful but due to the risk often may not. Learning from both errors and successes is something that needs to be accomplished by the player in the many different situations which will be presented to him.

By adopting this kind of mindset and these approaches to playing and practicing the player can build a reputation amongst his team-mates and his opponents alike. By employing this constant learning process along with the intimidation factor mentioned in the 'mental game' section others surrounding the player cannot help but see his progression. This will build a reputation for him as someone who is always trying to improve; this is the kind of reputation which earns a player respect outside of the game but more importantly within it. Gaining this type of respect in-game will allow the player to attempt and execute his planned actions and afford him more advantages. Whenever the player is presented with any opportunity to gain an advantage he must seize it, especially if it comes from the reputation he has worked to build.

#### fRoD:

"From being a scrappy in your-face player like Warden, to a passive and extremely meticulous player like Storm, to an overly aggressive in your-face player like me, any reputation is good because this is an advantage you get without having to do anything, yet is a reward for all of your efforts. Just remember, it is not bad to learn from other players as well as yourself, because you can use all of their situations too, and give yourself more 'notes' to study from."





- 1 Learning from yourself is the best form of practice and learning there is.
- 2 You can improve your game by thinking about situations you and your team-mates have experienced, positive or negative.
- 3 Like fRoD you should find a time when you can think back on your recent games and how you played a situation well/poorly.
- 4 The more you play the more situations you'll have to think about and the more fresh the memories of those will be in your mind.
- 5 It's important to be critical of yourself and your play so you are picking up on every mistake you make and working to correct it.
- 6 This kind of work ethic and persistence will get you as far as you want to go in CS.
- 7 If you adopt this kind of mindset and dedicate yourself to this work ethic players around you will notice whether they are on your team or the opposing one.
- 8 Building up such a reputation will get you respect and give you extra advantages ingame.
- 9 Whenever an advantage comes along you need to take it.





A key aspect of Counter-Strike a player must possess is the ability to play and do things which will force interruptions. This is important because it can give the player time to retreat safely and find a more advantageous or safe position. It can also allow time for the player's team-mates to arrive as backup. Often when an interruption is executed properly the player may not even require additional help because the opposition will play differently and the effect on their strategies will allow the player to get into their heads. Being capable of this type of play allows the player to bring new ideas to a team as well as kill time remaining on the clock. The latter can be vital in affecting the decisions the opposition makes as well as allowing the player to make specific calls and rotations due to the reduced time remaining in the round. This allows the player and his team to over-stack bombsites or positions as well as giving them an increased sense of confidence in knowing what they can expect as opposed to the usual dilemma of being unsure which direction the bomb is heading.

Primarily when playing on defense on certain maps it becomes essential to force interruptions or the player will not have consistent success due to the disadvantages presented to him such as the map being spread out or bombsites not containing varied enough positions to hide in, as on de dust2.

#### fRoD:

"Something I like to do is get boosted on catwalk to get an aggressive peek down middle. This can allow for a 5 on 4 advantage, and even if it still is 5 on 5 when I retreat, my presence is known in that location and since it is so close to where they want to be attacking, they need to waste grenades and time to clear these angles. For all they know, I am already back in long A rail waiting for them to attack the bombsite. But, the advantage I have now, rather than me not forcing any delays, is they have less flash bangs and grenades to bombard me with at the rail because they were forced to use those to clear the areas I already represented, which can be several angles such as the catwalk staircase, or the corner by the tall box which we like to call elbow. This gives me a major advantage because I am able to fight in that position with more confidence and by using a lot of practice and new techniques you can easily multi-kill or get a few and delay them."

Delaying an opposition team is important in such a scenario as the player's teammates from either Long A or CT spawn can be providing him the cover he needs so he can be shooting, flashing or grenading spots he needs cleared.

When time is being run down off the clock without the player having to do any real work he is afforded one of the biggest advantages in CS because he is accomplishing something without having to risk engaging the enemy directly in gunfire necessarily. This advantage comes as a result of creating a presence in certain locations and then actually following through on established presences with aggressive play. Circumstances where the player wishes to force delays and interruptions primarily come on the defensive side but are also present on the offensive side when the player wants to keep the bomb timer ticking down. In these situations the player wants to force the opposition to make a move since the player is setup in a situation to be successful through forcing the enemy to be nervous or uncomfortable. Simple advantages like these can be immensely beneficial for the player so he should focus on tem and be aware that he is not



caught in similar traps himself when he is on the other side of such play. He must also be aware of when it is appropriate to take advantages such as these when situations present themselves.

Being capable of making calls for his team and/or predictions as to where the other team is heading is a big advantage for the player as it keeps the clock running down and so the strategies the offense can employ become more and more limited and as a result more and more predictable. By making himself aware of this simple concept the player can help bolster his confidence in playing a position when the clock is ticking down, he is afforded greater opportunity to get cover from teammates or move into better positions where he can setup for a variety of situations which will benefit him such as getting multi-kills or being able to escape a fire fight.

#### fRoD:

"It is really important to not be too over-aggressive when you are first learning this because you essentially don't want to get caught slipping many times and turn the advantage over to the other team. I strongly recommend you try and find moderately slow interruptions and use light aggressiveness in certain pushes. Primarily by this I mean try and not re-peek a lot because you aren't essentially going for the kills just yet, you want to try and learn the side of the game that allows your game play to affect the way the other team functions."

This is a mentality fRoD stresses due to the importance of gaining mental advantages in CS, especially those which boost the player's confidence and drain his opponent's. This kind of confidence can be contagious and spread throughout the player's team ensuring everyone benefits and improves.



- 1 Interruptions can give you time to retreat or find a better position.
- 2 Interruptions and delays help you run time off the clock.
- 3 By forcing the opposition to change their strategies your team can over-stack positions and bombsites more successfully.
- 4 You need to know how to force interruptions on maps which are spread out without lots of hiding spots in bombsites (e.g. de\_dust2)
- 5 By delaying the other team you can give your team-mates chance to cover you and provide backup.
- 6 Running time off the clock forces the enemy to make the first move and reduces their range of options.
- 7 You gain a mental advantage by affecting your opposition's play with interruptions; this will give you confidence and drain theirs.
- 8 Don't be too aggressive while you're still learning how to do this successfully.



# FROD PLAYING AWP POSITIONS WITH A RIFLE

# fRoD:

"Something I feel that is essential in a team, as well as for you, is fulfilling roles. For example, in my team we have four riflers and one AWPer. Right there, those are two different roles, one is of a rifler and one is of an AWPer."

Advanced teams and players can take on different roles as and when the round or strat calls for it. For the most part though a player simply needs to play the role assigned to him. Often as a sniper the player will be spending more money than the riflers in his team due to the price disparity between the weapons. As a result of that simple fact the player will run into a number of situations where he is low on funds. Even if he employs the advice given elsewhere in this guide on methods of saving for an AWP it is inevitable the player will be placed into scenarios where he must purchase a rifle. When this occurs the player will be forced to play his normal position with that rifle.

# fRoD:

"Most of these situations must be taken seriously and you must use your mind a lot to think of ways to help yourself out. These situations can cause many problems such as angle disadvantages and a lot less angles to hold because you need to hit several shots not just one."

One approach the player can take is to communicate to his team beforehand that he will not have enough funds to purchase an AWP so they can form a plan to either send more backup his way at some point in the round or have another player switch position with him. For example: If the player AWPs Long A rail on de\_dust2, as fRoD does, but needs to play that position with a rifle he can simply relinquish the bombsite by helping at Long A or playing the middle area by CT spawn. This is not as bad an idea as it may first appear as despite allowing the opposition to plant their only hiding place after planting will be the catwalk area which can be easily grenaded and fended off during a re-take with the player's full team. Not dying due to playing more defensively can be a positive since the player is alive to take part in the re-take and due to his team having more players they both gain confidence going into the situation and may also have an advantage in out-numbering the opposition.

## fRoD:

"If you are forced to stay in the same spot because the strategy or setup calls for it, I highly recommend wasting all of your grenades to fend them off and delay, or the main thing I like to do is represent an AWP."



Representing an AWPer can be done by acting as one of the player's team-mates who might play in one of those positions. Delaying the opposition with all the player possesses and not engaging in battles is useful because he does not allow the other team to be certain he does not have an AWP in that round. He is playing the role of the backup player who would typically assist him and so may sell the opposition on the idea of attacking elsewhere or in a more delayed fashion on his location. By then the player's team will have a better understanding of what to expect in the round due to the reduced time left on the clock, also the player will have caused more distraction for the opponents thanks to his representation and delays.

#### fRoD:

"The one thing I try and stress to people, as well as myself even though I can get extremely hard headed sometimes, is to not try and hold the same angles with the rifle instead of an AWP. You can run into disadvantages with the angle so many times. But, this is not saying that it is bad to do that. Being able to hold the AWP angle with a rifle, and falling back after to stay alive is great because you are able to delay your opponent and most importantly stay alive to formulate another plan to take down the enemy."

Attempting to fulfil the role of an AWPer but with a rifle is difficult but with a lot of caution, practice and experience the player can stay on top of his game and make improvements rapidly. It's important to remember that failing at these types of positions is not as bad if the player learns from his mistakes and works to improve and think of ways to fix the problem. Getting backup from teammates and delaying the opposition are essential objectives for the player as they are ways of giving him the best chance at success in these positions. Staying alive throughout these scenarios is key since then plans can be formed with one's team-mates and the player will provide himself more chances at success.



- 1 You need to know how to fill your team role.
- 2 If you're a sniper you're going to face times when you have to rifle.
- If you tell your team-mates you don't have enough money for an AWP they can plan to send backup during the round or someone can swap positions with you.
- 4 Playing an AWP position with a rifle can cause you a lot of problems due to the difference in angles and shots it takes to kill.
- 5 Sometimes it might be a good idea to give up a bombsite if it means your team can re-take it easily from a poorly defended location.
- 6 You can try and convince the enemy to attack more slowly or go somewhere else by representing that an AWP is still at your position.
- 7 By pretending to be your own backup team-mate you don't give away the fact no AWP is present at your location.
- 8 Don't try to hold the exact same angles with a rifle as you would with an AWP; this is a lot harder to learn than following the other advice given in this section.
- 9 Staying alive can be a key as it gives your team a numbers advantage and a chance to make a plan of attack.





When playing on either side of a map the player must maintain a certain kind of mindset, or game plan, when entering any situation. These can be generalized as offensive or defensive for the purpose of explanation. Naturally both can be employed and/or alternated so that the player can play defensive on offense or vice-versa. In any round the clock is constantly winding down and so the defense has an advantage since they can aim to pressure the offense as much as possible to put more pressure on the offense to make a move. This advantage is inherent in the nature of the de maps which are used in competitive play since planting the bomb is always a key objective for the terrorists. Without attempting to enter a bombsite and plant the offense's opportunities for success are severely limited, it's important for the player to understand this concept and how it gives him a natural advantage when he is playing on defense.

On the defensive side of a map the player needs to play his position with a great deal of confidence, as well as a number of potential game plans depending on what the round presents to him.

#### fRoD:

"Early on in the round, I like to play my position a little bit aggressive to be able to try and spot anything and give any sort of information to my team to better our chances at getting a guess on what they are doing. I like to hold these angles with a team-mate or extreme caution (with a lot of confidence since you are going to try and defend this position hard)"

By trying to get an early pick, especially as a sniper, the player allows his team to gain the advantage and even potentially scares off the offense which runs time off the clock. This is an approach which will benefit the player in the later part of the round when he can adopt a more defensive approach to his position and possibly even hide within a bombsite.

#### fRoD:

"For example: on de\_inferno, I like to do what I said in middle on defense because early calls and spots are important on a stretched out map like inferno, and there is a big advantage to the defense in the middle area especially if you have an AWP because you can simply hold angles and catch the opponents setting up or slipping. After doing this for some time, I like to apply the technique which allows me to be a lot more defensive in the bombsite. I like to go small pit or near the library and hold the entrances to the bombsite, assist hallway, and spot/hold right side middle for a wrap."

By delaying the opposition and running time off the clock, perhaps even getting a pick or two, the player is able to play these positions much more powerfully than in scenarios where it is 5v5 and there is a wealth of time on the clock. If there is a lot of time left on the clock as in the above scenario fRoD mentioned then the opposition can try and sneak to the spawn side or into positions which can affect the player's team. They can also stay in those positions and work them due to the time left in the round. Without this luxury of time the opposition either must play



those positions more recklessly and with less confidence or they must play in a fashion which is simpler to read by staying with their team-mates, essentially what the defensive player would be expecting based on the rotations/calls/picks which took place during the round.

On the offensive side of play being able to switch gears and use both game plans is extremely important. Without this ability to switch approach mid-round the player will not be successful as an offensive player at all.

# fRoD:

"The game isn't all about going fast and entering bombsites recklessly to win rounds, or holding back and always expecting the defense to peek you (because at the end of the day, it's your objective to enter the bombsite not theirs) Being able to mix in both play styles allows you to be truly overall effective on the offensive side."

For example: if the player is playing de\_inferno it is essential for him to be aggressive as well as defensive since the map is so large and stretched out. He must strive to get into positions, hold them and make openings for his team. If he can get up the middle or go near spawn side it will allow him to make a variety of decisions based on what the team wants to do and how confident

he feels. The player must then proceed with the appropriate game plan to give himself the best chance at success in the round. If he needs to continue on with aggressive play then he may try and attempt to take the spawn side by flashing or smoking the small pit/library side or arches and attacking the opposition side. Making this attempt at breaking through the middle of the defense can be done with the help of the player's team-mates and will provide an excellent opportunity at taking over bombsite A as well as giving his team variety in how they take the bombsite. If the strat calls for the player to hold up middle and wait for rotating enemies as they head towards B he must be defensive in his approach.

#### fRoD:

"This is an extremely powerful strat that won coL many rounds because the power of having a great lurking player in that aggressive position allows your team to take the other bombsite with a lot more time and even slower, because you can easily kill the rotators that are going to give their help at B. You can also implement strats where you get a rotator kill and have the bomb come back A and now you are not only advancing in their base, but you've weakened their other bombsite a lot."

These examples should highlight to the player how important it is for him to be capable of switching up his play style. Trying the opposition and delaying them is one of the most effective mental advantages the player can gain within CS, and one which grants him and his team confidence. This confidence will not only make him feel as though kills come to him easier but allow him to get into the mindset of 'heating up' and playing at the peak of his game. In this type of mindset the player is



thinking guickly and constantly striving to out-smart his opponent. This level of effectiveness is the key to a player's overall strength within a team since he is maximising every round and also his presence is felt throughout, benefiting his team whether he is dead or alive.

# fRoD:

"All these things go hand in hand with making a presence, setting that intimidation factor, and the other things I discuss in the guide that force you to raise your game and set tones with your play. Doing all this will increase your experience easily, as well as your value to any team."

- You need to be able to play defensively and offensively on either side of a map.
- The defensive team has a natural advantage since we play de maps.
- You need to play your defensive position with confidence and more than one game plan depending on what might happen.
- Getting an early pick can give your team the advantage and scare the offense into letting more time run off the clock.
- Delaying the enemy lets you play your positions more powerfully since the enemy are pressured by the clock.

- If you can't switch between offensive and defensive play on the side of offense you won't be successful.
- Understanding how to lurk in the opposite bombsite to the one your team is hitting and get kills on rotators is a powerful strategy.





Controlling the manner in which the player's character model moves is one of the more subtle but effective techniques to be mastered. There is much for the player to gain from learning how to control the way he moves, as well as implementing the use of buttons such as jump and crouch to his advantage. A few examples of different types of moves which can be attempted are: crouch-hopping, bunny-hopping, glitching corners and jumping around corners to escape enemy fire. These examples are all elements of mastering control of the player's character movement and flow.

fRoD:

"It is important to know that there are not many professional players who can or know how to do several of the things mentioned above. With that being said, there is no need to try and rush to learn all of them, but simply try and take them one by one until you can learn several. Even if you can only master one, you will be more effective than not knowing any."

Crouch-hopping is when the player taps his duck button twice, for fRoD the Q button, every few seconds. There are two ways of performing this move. For the first option the player can tap duck twice in quick succession immediately before turning a corner so as to provide the enemy a more difficult target to hit, and also give the player a crouched position where he can get a more ac-

curate shot/spray off. The player's model tends to be more silent when he does this and it adds an element of surprise to his game. The second option involves tapping the crouch key twice but doing this repeatedly. The player must be aware that when this is done repeatedly over a period of time it may be considered illegal due to the effect of removing much of the noise a player would make covering the same amount of distance at a speed greater than walking. As a result it is important for the player to be certain of this move's exact legal status in any tournament or league he chooses to participate in, something many top players make a point of finding out so as to avoid any problems later.



"I normally recommend doing this a few times to try and sneak around in dangerous positions, or trying to fall back quickly to catch rotators. One thing I know a few top notch professionals such as Storm and Volcano did is peek (option one) in every corner they took, religiously. This added an element to their game that allowed them to be more difficult to hit, but also a more prepared and steady position to take down the opponent with accurate shots. I try and make myself remember to do this as often as I can because it gives enemies a more difficult shot as well. But, I sometimes like to just do the standard standing up peek because players expect the crouch peek more nowadays."

Bunny-hopping is an aspect which is not essential to the player's game since the ability to gain speed boosts from it has been absent from Counter-Strike for many years. This does not mean this form of movement is not important though, as many modern day players seem to assume. fRoD has found from experience the importance of bunny-hopping since the player loses momentum every time he executes a normal single jump. This style of moving takes an extreme amount of practice and timing to master but the main trick is for the player to bind jump to one of his mousewheel directions (up or down) This can be done simply with the following commands within one's console or config: bind mwheelup +jump or bind mwheeldown +jump.

# fRoD:

"I like to use up because it goes with the motion of jumping forward, and helps out learning more quickly in my opinion. Also, you need to run forward by hitting W, then once you do your first jump, you must let go of forward, and ONLY hit A and D, alongside the mousewheel. For every time you go right, you must go left and for every time you go left you must go right after. These moves are what keep the flow going in a bunny-hop, and are the few things that need to be done to try and attempt this."

One of the key reasons fRoD feels bunny-hopping is an important aspect for him to implement in his game was that despite the lack of speed increase it is a method of making him a harder target for the enemy to hit. This is crucial when the player is caught stuck in a position, his only choice is to fight and die or flee. However, if the player simply runs away he can get shot and stunned before reaching a corner to take cover. The main reason bunny-hopping is applicable in this situation is because the player can take a swinging jump in order to begin his bunny-hop and get around the corner. This makes him a lot harder to hit and he can reach his destination because he is already in mid air. If the player has practiced bunny-hopping a lot then he can be creative and try to make another jump once he touches the ground to escape to a different corner. Or he can just stand and run from that point. By gaining himself an extra chance to survive the player also gives himself an extra chance to win the round later. Being able to make small moves such as these will give the player a lot of advantages in the long run, which goes hand in hand with the player improving himself.



"This is seen a lot on de\_inferno when the CTs push down the banana and they get caught stuck outside by flash bangs. It is important to try and throw a flash bang, then use the jumping technique to avoid anyone shooting you that is blind or not. Blind players tend to just sit and shoot at the most popular angle they remember seeing action at before being flashed. If you jump away you can avoid their shots which are normally off, but can sometimes be right where you would run into."

Another important aspect of learning character control is that of how the player's character model appears to the opposition. By employing methods such as bunnyhopping and crouch-hopping the player gives his opponent a more difficult shot because of the way his model is shown on the enemy's screen. This can erode their confidence in trying to shoot back at the player and as fRoD has sought to stress in this guide it is important to find any way of draining confidence from the opponent one can. While the above are examples of controlling the way the player's model appears it is also important for him to know that this can be achieved by being stationary also. By lining up his model half way along the angle the player not only exposes only one side of his body but also gives the enemy a smaller target from

which to make a headshot. This is extremely important since most opponents' instincts will be to aim for the head, so if it is covered then the player is able to take more damage due to the wall absorbing some if not all of the damage. Preventing himself from dying to one bullet is crucial for the player since it allows him to get several shots off or more attempts at kills.





"I like to do this on any wall or box that I can when this is the game plan I want to go for. For example: if there is one box in the open, such as the tall green box inside the B bombsite on de\_dust2, you can do this peek to either side of the box. Being able to use either side of the box helps a lot because it gives you another angle to choose from when you are in a difficult and tight spot. Also being a lot harder to hit is great in allowing yourself those extra shots to go off and possibly stop the enemy."

- 1 The more methods of character control you can master the more effective you will be.
- 2 Crouch-hopping is tapping the duck button twice in quick succession.
- 3 You can use crouch-hopping to move quickly but silently by repeatedly using duck, this may be illegal though so check with your league/tournament's rules.
- 4 Crouch-hopping can also be used to peek a corner and make you more difficult to hit.
- 5 Bunny-hopping won't give you a speed boost like in the old days but it can make it easier to retreat around a corner/wall.

- A good way of learning bunny-hopping is binding jump to your one of your mousewheel directions.
- When you bunny-hop you must change the direction of the strafe key you are pressing by alternating between them.
- 8 Bunny-hopping requires a lot of practice and timing.
- 9 By using methods like crouch-hopping or bunny-hopping you can lower your enemy's confidence since you'll be harder to hit.
- 10 You can also make your body in-game less visible by only moving half of your body out across the angle you're looking at so only half of it can be hit directly.

In this section fRoD discusses the positions he plays and recommends for the player to try as an AWPer or even as a rifler. fRoD typically prefers to take the lead role in taking bombsites on offense and defending multiple angles, primarily towards the middle of a map, on defense. This is what suits his play style and also he has discovered through experience that these are the premier AWP positions to play, particularly on defense. Many of the defensive positions he discusses relate to spots where the player is able to fall back and rotate to help his team, though with a high level of skill and confidence the player can learn to lock down these positions which will give his team a big advantage. Being on the offensive side and taking positions at the lead of the pack and holding as the player's team-mates take even deeper positions, as fRoD will explain later, is extremely effective for an aggressive play style since the slightest touch of defensiveness can throw the opposition off.

DE\_DUST2

On defense fRoD particularly likes to AWP middle or Long A rail covering catwalk. The main reason for wanting to play middle is because early in rounds the enemy cannot rush up catwalk without being seen or heard, so

simply staying and waiting in catwalk at the beginning is rather useless. Performing double stacks with a team-mate at the middle to peek along the catwalk or pushing through middle and looking into lower B are effective early round approaches that can make the player's position later in the round, covering catwalk, a great deal stronger. Playing on the rail, and possibly even faking the opposition by playing middle, is a very strong position since the player is able to take a lot of cover and even delay the opposition enough for backup to arrive.





"Something I really like to do in this spot when I can't get good entry frags and they are close to the site, is throw flashes above the tall green box in the bombsite into the sky. This will make the flash bang drop immediately over the box and the enemies have a lot less time to turn than dropping a flash. This can ensure them being blind, and even throwing both, will help you to either escape long A with your team, or wait for cover to come from CT spawn."

It's extremely important for the player to practice and gain the required confidence to hold this position while being able to kill opponents because with the angles and covered afforded to him this position can be extremely powerful.

# fRoD:

"On the offensive side of de\_dust2, I like to try and hold the middle peek to try and kill or injure a CT crossing to B. This is extremely important because within the first 5 seconds of the round you have drained a lot of confidence out of the enemies who are going to hold the harder and more congested bombsite. This can open up the doors for your team to try and walk into B and nade them down, do middle to B splits, or even take catwalk because they are more than likely to rotate one A player towards middle if you get a kill or injure one."





The player can either follow up with his team or watch their backs since he has instilled a panic in the defense that he will be setup for easier kills throughout the round even though he will not consciously be aware of it. Holding down the green boxes near catwalk to watch Long A, catwalk and middle for rotators is extremely powerful since by stretching out on a map such as this teams on defense only have one choice which is to try and hold down portions of the map. By instilling this type of panic the player can not only hold positions but take them with more confidence.

# fRoD:

"Walking up catwalk with your team, with a couple of flash bangs too, you are given a great position because taking the shot from catwalk to any rail defenders is easier to me because I play that position, and know the popular spots to hold. By using the quick technique of hitting the opposite direction, you can give your opponent fast peeks and try to get a kill. Then your team is able to go in and flood flash bangs into the rail and take the bombsite, which maximizes your effectiveness throughout the round."

- 1 Playing middle stops the enemy from being able to rush up catwalk without being seen or heard.
- 2 Double stacking at middle or pushing doors to look into lower B can be effective ways to strengthen your position later in the round.
- 3 Playing on the rail at A is a strong position due to the cover you get and your opportunities to delay the opponent.
- 4 Throwing flashes over the tall green box in A can ensure the enemies get blinded.
- 5 Holding a middle peek can get an enemy trying to cross to B and drain their confidence.
- The green boxes near catwalk is a powerful spot since you can control a number of areas enemies rotate from.

# DE\_INFERNO

On defense fRoD's favourite position to play is the spawn side of middle in A. He considers this one of the hardest spots to defend alone on the map, as well as one of the most vital. Allowing enemies to slip into this position will hurt all 4 of the player's team-mates directly because the enemies can wrap towards the small pit in A and kill the player's team-mates holding hallway/hall side of middle. They can also slip through CT spawn and towards B, allowing the offense to perform a split which is one of the most effective types of strat in CS. If the offense pulls this manoeuvre off and sandwiches the players in B it is typically best for the players in A to not even attempt a re-take of B since the opposition will not only have taken the bombsite but also have had opportunity to setup in such aggressive positions against potential rotators that the risk may not be worth it.

fRoD:

"This is why I like to AWP this position because you are able to take ranged angles, and able to take more of those ranged angles by simply falling back. Being able to take positions such as small pit or the library is great too, because once you've delayed them middle by AWPing near the archway you put a lot of pressure on them to try

and take the bombsite. By being near the small pit and library, you are able to look to the left and assist your team-mates when the opponent is trying to come out hall or hall side middle into the bombsite. You also have plenty of range on spawn side middle, which is your original spot to cover, so you are able to hear or get people coming to you before they get too close."





Having a team-mate rotate from B to the archway to watch the spawn side of middle is also an excellent decision since this will allow the player to focus on assisting his other team-mates in A, which confers a better overall chance of defending the bombsite. fRoD even likes to position himself within the small pit and then zoom into the hallway area to give his team-mate playing that spot a better idea of what is happening in that area. This can be a great confidence booster for that team-mate and allows for a better overall feel of how the rounding is playing out, as well as providing the opposition with a sense of distraction since they will not be entirely certain where the player is watching or what is open/clear because of this fact.

On the offensive side being capable of playing more defensively is important. It is common for teams in the modern era of CS to try and take aggressive positions and lock down one half of the map every round. With this in mind the player needs to go into every position expecting the defense to be setup and waiting to counter his strat. Taking time and holding positions such as under the ladder is useful as the player is given a number of spots from which to strive to catch the defense slipping up early on. By looking up middle the player can not only try to kill an enemy crossing there but also possibly even get a random kill through smoke

when the opposition throws one down the middle. If the player has an excellent spawn he can rush up the ladder and into the tower to try and catch the defense unawares. It is important that this is only attempted with the best spawn though because a lot of the time the player will receive grenades at his feet, so from other spawns he must wait a few seconds before attempting it.





"Looking down B to try and catch any sniper or pusher is great too, because a lot of teams also like to show aggression on that side of the map and can sometimes be very persistent. By going up the ramp, the player is able to be in a position where he can try to help his team in many ways, but also be close enough to get into his position to do any strategy. Taking a position that doesn't take the player out of the round's progression will allow his team to execute their strategies, and he is close to his team which won't allow the opposition to catch him slipping without paying the price of his team-mate's help.

Helping his team-mates take positions and advance/retreat is an important objective the player must execute on de\_inferno. This is a map where fRoD feels the player is never fully committed to a bombsite until he or his team actually enter it with the bomb. He is always given the option of falling back and hitting the other bombsite depending on how the round plays out. The map is so spread out that it allows plenty of opportunities to get picks and make moves which can help the player/his team advance to locations.

- 1 Spawn side of middle at A is one of the hardest but most crucial spots you can hold.
- 2 Once you've delayed the enemy at middle you can help your teammates in A from the library or the small pit.
- 3 Getting a team-mate to rotate from B to watch CT arch will stop the enemy flanking you and let you concentrate on the main part of the bombsite.
- 4 Learn how to take aggressive positions as a T and then hold them.
- Rushing up the ladder is good if you have a good spawn since you can catch the enemy off guard.
- 6 If you don't have a good spawn give time for enemy grenades to be thrown and explode before you attempt to climb the ladder.
- 7 Take positions which don't take you out of the strat so you can still be involved and won't get caught without help.
- 8 You must be able to help your team-mates advance and retreat as an AWPer.
- 9 Never commit to a bombsite on inferno until you or your team has entered it with the bomb.



## DE\_TRAIN

## fRoD:

"On the most AWP heavy map in my opinion, de\_train, I think it's a necessity to have someone sniping the inside bombsite because the advantage of the range is simply too powerful to give up on. Just like in taking middle then going back to catwalk on dust2, you can try and take the Z hallway that leads to the outside bombsite or go up the spawn ramp towards the back alley to help stop a rush, because there is no way the Ts will be inside already. They need a lot of time to get there, and if they rush, this can be heard and easily defended and stopped by either the inside player, or by several players rotating."

Attempting to get a pick at the middle or stop a rush outside is one of the most effective plays one can make during the beginning of a round, especially as a player from the other bombsite. This provides the player's team-mates, the defense, a lot more confidence in holding the outside when the player then leaves them to return to his position inside. Getting a pick also gives the player and his team the number advantages as well as a better idea of what the offense is going to do based on how they attack a location and with how many players since this map is so spread out.

### fRoD:

"After going back inside, I like to give my team-mate that holds inner the option of what they want covered. By doing this, I not only give him the confidence to hold his position better, but it gives me direction and a sort of to-do list by playing the bombsite now. This can allow you to change many positions and help your team-mates from great range. I like to hold on top of the first train that you see from CT spawn near Z hall, because you can cover both upper and lower, as well as give yourself many angles and cover to choose from."





By playing on the top of the train the player also gives himself a height advantage from which to cover upper or lower, and retreat from safely without dying. Having this advantage of being in the back also gives the player chances to try and disrupt a plant and the setup of the offense within the bombsite. This is why fRoD likes to move to the bottom of the trains and hold angles where players are running into or out of the bombsite to some of the most popular positions such as the pop dog train (the train near the T side lower ramp) and surf (the empty train by the ladder near T upper) This gives the player's team an immediate advantage upon retaking the bombsite and drains confidence from the offense in covering the bomb.

## fRoD:

"On offense, I feel as an AWPer it is most important to try and go for ranged kills and small battles with the other AWPers. On other maps like de\_dust2 and de\_inferno, you aren't really in need of going for many heads-up AWP battles because there are a lot of confined positions for the defense, so you can try and get up close and use your teammates a lot more. But, on de\_train, you need to try and take out the defensive AWPers as much as possible because they are the most effective players in my opinion. They allow the other riflers that defend the outside bombsite to hold more lurking positions, and provide a lot of information as to how the defense is going to react."



This is why fRoD typically likes to go middle and pick off the Z hall area early, or try and get down into the ladder room and pick the back of the outside bomb train. These are heavily AWP-dominated positions on defense that need to be cleared, but also in the process of doing so the player can catch a number of enemies slipping up and so give his team advantages without even having to get into these AWP battles on occasion. Going inner and striving to provide a lot of cover for his team-mates should also be a crucial objective for the player.





Many enemies will rotate carelessly from outside through either the Z hall or CT spawn which will allow the player to get a great deal of kills on rotators which helps to secure the bombsite further. Taking up a position on the lower ramp or near the pop dog train is the best way to accomplish this. The player can easily fall back and cover from flankers and bombs defuses late in the round, or even take shots which can give his team a numbers advantage. The player will often encounter a lot of small AWP battles through this process of play, but utilitizing proper smokes, flashes and his team he will be able to make a number of holes as well as cover his team with a lot of range (a crucial element on de\_train)

- 1 Sniping the inside bombsite is a very powerful position due to the range factor.
- 2 Attempting a pick outside or trying to stop a rush there at the beginning of the round can be effective.
- 3 Communicate with your team-mate inside so he knows how to play the site based on your cover.
- 4 The top of the first train near CT spawn lets you cover the upper and lower entrances to inner.
- On train you need to take out the defensive AWPers to stop their effectiveness and their team-mates from being able to lurk a lot.

- As T rushing and taking a pick at Z hall or going down the ladder room to AWP down the bomb train are good moves at the beginning of a round as these are positions enemy AWPers will be watching.
- 7 When going inner you should be trying to cover your team-mates.
- 8 The small ramp or pop dog train is a good spot to get kills and also be able to fall back and cover from flankers.





## DE\_NUKE

#### fRoD:

"Ever since I played for United 5 in around 2003 I don't use the AWP as much on de\_nuke because of all the close and high angles the map gives. But, this doesn't mean I don't AWP often or feel it is important to use an AWP. One of my favourite positions to play on defense is above the ladder with an AWP. The main reason I like this spot for an AWP is because I can provide a couple of frag attempts at an upper rush, but also provide immediate help to my team-mates at ramp or outside."

Going down the ladder and peeking into the ramp room hallway can help the player's team because clearing the close corner for team-mates at ramp leaves them able to hold their position without being crept up on. The player can also help his outside team-mate in several ways by going down the ladder and heading to the boxes near CT spawn. From here he can look down towards the red box near the T side of outside and onto the top of the outside upper entrance room. Providing this cover helps the player's team-mate playing outside considerably since they are now free to focus on less angles or the same one as the player to ensure a pick can be accomplished. This helps in slowing the flow of the offense as well as providing the player's team with more information of what strategies the offense will attempt.

On offense fRoD feels AWPing is only really effective when the player is attempting to get early picks of holding a position for his team. This is not a map where the player can lead rushes into the upper bombsite or rush ramp, both due to all of the angles available to the defense. One play fRoD likes to run to maximize the effectiveness of using an AWP every round is to have a team-mate open the squeaky door with a grenade, which opens the door inwards and allows the AWPer to see to the outside of the map. This provides the player with opportunities at getting defenders either near the pole in the building outside or, more importantly, entering the upper bombsite. This play not only creates panic within the defense but a large hole which can be figured into the execution of a number of strats. If this approach does not work then the player can attempt to take his AWP to the ramp room and try to get picks on players either pushing or playing near the ramp box. This can often be done because enemies at the ramp are forced to try and make calls, which means they must peek the player. Even taking shots at elbows can help, or attempting shots through walls or boxes since these increase the player's chances of getting kills and so they can sometimes be his best option at getting a pick for his team.

#### fRoD:

"If this doesn't work, try and let your team take positions and just give them cover and help watch their backs. Sitting still and posting up in an angle is important on this map because if you move around too much you will end up running into the enemy quite often and you are forced to do a no-scope. Obviously this can be done with success, but the percentage of success goes down a lot and specifically on this map, which is not what you're trying to achieve."



- AWPing above ladder can be effective since you can stop a rush but also help team-mates outside or at ramp.
- 2 Clearing the corner at ramp room lets your team-mate know he isn't being sneaked up on.
- 3 Helping your team-mate outside will reduce the number of areas and angles he needs to watch.
- 4 On offense AWPing is best used for getting early picks or holding spots.
- 5 Don't try to lead rushes with an AWP on offense on nuke.
- 6 Having a team-mate open the squeaky door can give you a shot at killing enemies coming in from the front entrance or out in the warehouse by the red pole.
- 7 You can also take picks down ramp at the box.
- 8 If nothing is working just use your AWP to watch your team-mates' backs.





"Most of my recognition has come through my AWP and sniping abilities. But, to me this simply isn't enough because I like to focus and resolve myself to being a great all around player. This is why I stress for everyone to try and work on every gun and be able to slowly learn them all, because being able to bring any of these abilities to the table is helpful in moving up in the ranks in the community."

A lot of the time the player will not have enough money to purchase an AWP or may be in a pistol-based situation, therefore it is necessary for him to gain experience and improve his skill in every aspect of CS. A couple of key ingredients to the player making his use of the rifles and pistols successfully will be explained here, and require implementation into the player's practice routine for him to advance along the way to improving all of his weapons. Many of the techniques discussed here may appear difficult but with confidence in his abilities and the following techniques the player will find his confidence in heated battles increase, as well as his ability to make important kills in certain situations.

## fRoD:

"One of the main things I want to discuss as a sniper is the pistols, since these are going to be the back-up when needed. Each of the main pistols (Deagle, Glock, and USP) have certain shooting techniques that I want to go over, but the primary thing I like to stress is a steady pace with each. When learning about all the guns, it is important to know they all react differently when spammed, and sometimes the bullets tend to stray off. It is obviously great to learn to control these and learn to spray effectively, but from pacing there is a lot to gain which I feel is overall beneficial."





One of the simplest aspects is bullet management which is the conserving of ammo within the player's gun. This goes along with the pace and ensures the player will hit almost every shot since his crosshair is targeted on the enemy. With any pistol pacing is key because the player should strive to ensure he gets the first headshot, either to eliminate the opponent or thrown their aim off. Throwing their aim off is an extremely important technique in getting headshots, especially with the glock where multiple headshots may be required to kill the enemy. By aiming at the head and using a slow and steady pace the player will not only give himself a chance at these headshots but also the ability to save ammo in his clip in case of encounters with more opponents who may be nearby. Most of the time players will tend to spray their pistols too much, wasting a lot of bullets in the process. Once the player has run low on ammo he can only get the first kill and perhaps another but will then be left with no course of action.

## fRoD:

"If you pace your shots, you can try and get several quick headshots to not only get quick kills, but save you the ammo to at least try and get a kill with the 4-7 bullets left. Another important thing to do is also pace these last bullets, because after those you have no more. Being able to pace and ensure all of them hit is very important to not only try and headshot or kill low health opponents, but to hit them and do damage so it requires less bullets to kill this person for your team-mates."





It is important to know that the USP has the fastest of the paced firing styles because it is such an accurate weapon that the recoil resets quickly. Once the recoil resets in every gun another bullet may be fired immediately with 100% accuracy. This timing is important to understand but also how quick all of the pistols are. The USP is also a gun where firing at a slow pace is effective because only one headshot may be required to achieve a kill most of the time, as such the player can simply aim at the head and make sure firing is paced correctly to try and catch the enemy's head as quickly as is possible. Pacing and using fewer bullets also allows the player to kill more opponents since typically the USP is used on defense and there can be several. offensive players in close proximity of each other. Also by implementing the correct pace with this weapon the player is able to ensure a kill or perhaps two, when engaged, with less than half a clip of ammunition. Used with the appropriate pacing and combined with the 12 bullet clip the USP can allow the player to strive to fight for longer periods of time.

#### fRoD:

"As far as the glock goes, I learned over the years that there are really only two ways of using it: jump burst or really slow and steady pacing. Every time you jump and shoot with burst fire on the 3 bullets are accurate (minus when you jump backwards, which you shouldn't really be doing) This is an extremely effective technique because in a lot of the pistol round situations you need to be entering guarded areas, and sometimes walking or running into the common angles will get you killed guickly."





Being capable of taking corners by using the jumping burst technique the player will not only be a more difficult target to hit but also able to get accurate bursts off to hurt or kill an opponent. Showing confidence by jumping around a corner can scare an opponent because the level of confidence the player displays can always be a factor in the outcome of a situation. Once the player lands he can either try and jump again, shoot bursts of shots at the opponent's head or switch to a slow and steady pace to headshot them.

## fRoD:

"Throughout the years, I have always implemented pacing into my game with all the pistols. Most of the players that I see only use pacing when it comes to the glock, or long ranged battles. But, I feel a very slow and steady pace for the pistols is not only effective for each of them, but most important to use for the glock in either range situation. This is the weakest of the guns, and sometimes can take up to four or five headshots to kill the enemy. I feel the most important aspect to the glock is being able to throw their aim off and get more shots or headshots in. You are at a disadvantage because this is the weakest of the pistols, and you need to try and get any advantage you can. Normally with all my pistols I like to wait at least half a second before I shoot to let the recoil reset, but I wait almost up to a full second

for each of the glock shots. This is not only because it is the least accurate of the pistols, but because I want to ensure I get headshots as much as possible to gain as much advantage to my side."

The deagle is typically bought in situations where the player is trying to pierce enemy armour, meaning it is mostly employed in situations other than the pistol round. With that said it is sometimes acceptable for this pistol to be spammed away at the body of the enemy since the player is trying to get a lot of hits and perhaps one will enter the head. This can be effective since a couple of bullets can kill the opponent due to the strength of this pistol. Implementing a paced technique is certainly effective though because the player can try and aim more accurately at the head and get kills more guickly all in all. There will be fights where the player has a deagle and is spamming while aiming at the head but will miss most of the shots because the recoil and movement of himself or the enemy won't allow the shots an acceptable degree of accuracy. By allowing himself a few moments for the recoil to reset the player is more able to ensure all of his bullets are going where he aims them and this is a pistol which only needs one headshot to kill an opponent. The player should not fall under the impression that because fRoD says spamming can be employed more than with the other pistols that pacing is not required.

## fRoD:

"It is very very important because I still feel pacing is the best way of shooting this gun, and try to do so as often as I can. This not only gives me the confidence in practicing my techniques and keeping them in battles, but also allows me to save a few bullets in case I get sneaked up on or someone else comes after me. As I mentioned it only takes one bullet with this pistol, so even pacing and conserving one or two of the only seven will definitely turn out more useful than spamming them."



As regards the rifles fRoD feels the most important decision is which specific firing technique one chooses to implement. Many of the techniques which will be outlined can give the player success in any situation but fRoD is of the belief that one is always more dominant than the rest. The primary techniques are: 2 or 3 shot burst, spraying and tapping. Each of these techniques is extremely effective but combined with the right pacing rhythm and bullet management the player will be best equipped to deal with any situation presented to him. These techniques all have their own specific pros and cons but primarily the main concern should be when to employ each of them since there can only reasonably be one which can provide the quickest headshot in a situation. This is not to say they cannot all work in each situation but rather that striving to get the quickest kill is important when it comes to not dying or taking much damage, the best way of accomplishing that being the instant kill.

## fRoD:

"When caught in long range battles, spraying is definitely not an option. To me, I feel it is only effective to use a bursting technique, or the tapping method. This is to ensure that each bullet hits, because trying to get the kill quickly before they retreat can only be done within that small gap they are exposed from. Wasting a lot of time and bullets will get you killed more often than not, or let the opponent slip away."

While bursting it is important for the player to implement the same technique he uses in AWPing by stopping with the opposite strafe direction button. This means if the player is strafing left and is firing two or three buttons then if he hits the right strafe button during the middle of his burst it will ensure that the bullets he fires off are accurate, especially the last of the burst. This last bullet is primarily the one which eliminates opponents because the player is more able to control the burst when he stops by hitting the opposite strafe button, and is able to ensure the bullets he fires off while moving are accurate but with the last one, which is fired while stationary, being entirely accurate on the target.





Primarily when you burst, it is important to implement the same technique you use with AWPing by stopping the strafe by hitting the opposite direction. Meaning if you are strafing left and are shooting two or three bullets, if you hit right during the middle of your burst, this will ensure that the bullets you get off are accurate, especially the last one of the burst. The last bullet is primarily the one that eliminates the opponent because you are able to control the burst more when you stop and hit the opposite direction and you are able to ensure that the bullets you get off while moving are accurate, but the last one you get off while stationary is dead on.

#### fRoD:

"I like to implement this technique the most when you are caught in a battle where your opponent is doing the exact same thing to you. This is effective because it allows the bullets that you get off to go in somewhat of a horizontal fashion which allows you to ensure hitting a few bullets."

The player can either burst or employ the tapping technique, which is also a very accurate way to finish off an opponent if they decide to crouch because after being hit by a few bullets only a couple will be required with the tapping technique to finish them off. When the op-

ponent crouches they are committing to getting the kill on the player and eliminating them as quickly as possible is important so the obvious answer should to be strive to hit as many accurate shots as possible quickly before they are able to.

### fRoD:

"By playing with Tyler "Storm" Wood over the years, I have seen his constant technique of rifle pacing is simply the best way. By allowing your recoil to reset for that split second, you are able to ensure that each of your rifle bullets hit your opponent. A lot of the time spraying is the technique used, but ensuring you get all your bullets into the enemy by pacing is the most powerful technique since no matter which you use, it is always going to take the same amount of bullets to down your opponent."

When fRoD taps he likes to hit his fire button really quickly, about three to five times. This is the most shots the player can hope to get off quickly since the bullets following that amount begin to become inaccurate. If the player executes this technique properly he can hit all of these shots, though they may not all be required in some situations. This is of great advantage because as fRoD has explained bullet management is crucial in gun fights since there will be times when the opportunity to reload one's weapon won't come for a considerable amount of time or doing so will cost the player his life. By ensuring there are plenty off bullets left in his clip the player is able to be more effective throughout the round and spend less down time reloading.



All of these techniques can be used for the variety of rifles as they all function along the same lines as far as pacing is concerned, which is as previously mentioned the most effective technique in fRoD's opinion. Gaining patience and the confidence in pacing with both his pistols and rifles will allow the player to come out ahead in important battles where many players would resort to simply spraying.

## fRoD:

"I feel there is a bigger downfall in the spraying or spamming department because you are caught in too many disadvantages when faced up against pacing. Obviously being caught in situations where you need to spam down your opponent with a pistol or spray with your rifles will come often and this can be effective in close combat situations. But, it is important to know that pacing is extremely effective, but most importantly with the pistols."



- 1 You need to learn and master every weapon to move up in the competitive world.
- 2 Pistols are your back-up as a sniper so you need to be skilled with them.
- 3 Spamming the pistols can be useful but learning to pace your shots is also important.
- 4 Bullet management is important with the pistols so you have the opportunity to kill more than one or two enemies.
- 5 By pacing your shots you can ensure all your bullets hit their targets.
- 6 The USP has the fastest of the paced firing styles because it is the most accurate.
- With the glock either jump and use burst fire or fire slowly and steadily while aiming for the head.
- 8 Leave time for recoil to reset between paced shots.
- 9 Using the jumping burst fire technique can scare your opponents since it shows you have confidence in your ability with the weapon.
- 10 Aim for the head and fire with the correct pacing to get the quickest kill with the USP.
- 11 It can be ok to spam with the deagle into the enemy's body since it only takes a few bullets to kill and one might hit him in the head.

- Pacing is still important with the deagle and firing less quickly while aiming for the head can make it easier to get headshots, which kill instantly with that weapon.
- Pacing is the best technique for the deagle since it can leave you with extra bullets in your clip in case you get sneaked up on.
- All of the rifle firing techniques in this section can be effective so it's a case of choosing the best one for the situation.
- 15 The primary techniques are a 2 or 3 bullet burst, spraying or tapping.
- 16 In each situation think what the quickest way to get the kill will be.
- 17 When bursting learn to use the opposite strafe technique to gain more accuracy and control over your bullets.
- 18 At long range spraying is not really an option so use bursting or tapping.
- 19 Tapping can be a good way of finishing off a crouching opponent or one who has been hit a couple of times.
- 20 When fRoD taps he hits fire 3-5 times quickly, any more bullets than this and the accuracy will begin to drop.
- 21 A downfall of spraying is when it faces an enemy who is using a more paced firing technique.



One of the most overlooked round aspects is play on save rounds, which are more commonly referred to as "eco" rounds due to the player being forced to be economical by not purchasing a major weapon in order to build up money for a later round. These rounds are crucial in as much as it is of extreme importance that the players in a team know when it is most effective to save and when they can attempt risky purchases. Typically the latter circumstance occurs when the player's team has an average bankroll of around \$3,500-\$5,000 because they will be in a situation where some members of the team are able to buy while other cannot, or some can afford everything they need while others may only be able to afford a single flash bang if any. Understanding when to save so his team can buy fully later is vital for the player as it allows him to reset the money system and even if further rounds are lost additional saves may not be needed due to money having been saved up previously.

## fRoD:

"The part I want to stress is trying to lock down eco rounds as an AWPer, and how to attack AWPers to give your team slight advantages. Both sides of the coin are important because the weapon is simply so much money that controlling this weapon is extremely valuable to any team, and can hurt one's bankroll a lot."

When the player is sniping and knows the opposition is going to save it is a good idea for him to attempt to make a plan beforehand that he knows will give him any, even slight, advantage to lock down his position or attack on offense. On defense it is important for him to try and get as much distance as he can while in safe locations because he should be aiming to give himself the opportunity at getting several shots off. This will allow the player to hold the enemy off so he can receive back-up from his team-mates, which is exactly what is needed to seal the result of a save round. Having a team-mate with a rifle come and assist him will greatly improve the player's chances since that team-mate can deliver a lot of quick damage to enemies running up, while the player can attempt to pick them off slowly. This is also important because the player needs to avoid getting swarmed since losing an AWP by being aggressive or not delaying the enemy enough hurts his team.

#### fRoD:

"Letting the offense get a hold of an AWP is dangerous because they can then move more safely into the bombsite and will be able to do a lot more damage than being at an out right disadvantage. Also, you want to delay because you want to give your team-mates the opportunity of retrieving your gun if you die, so you don't have to spend all that money again. This definitely helps you and your team's bankroll because being able to retain that amount of money is extremely important for later parts of the game."

When sniping on offense and knowing the other team is saving it is important for the player to be aware that the opposition typically only do three things:

- They over-stack a bombsite with several players so they can attempt to use grenades or head stacks to lock a location down.
- 2) Spread out around the map to try and get picks, then over-stacking a bombsite later.
- Attack a location with flash bangs and multiple players to try and get several picks and weapons from the player or his teammates.

In each of these instances AWPing is an extremely powerful tool since the player is given the range advantage. This helps him a lot since he doesn't need to get into confrontations where he may die, or if he does his team will be in position to take some of the damage. If the player is attempting to attack a position like catwalk on de\_dust2 opposition teams are either going to play defensive and give it up or stack it. fRoD makes himself aware of the options the opposition has and plays based on them. He likes to jump down middle and hold the green box and back of catwalk areas to attempt to feel out the enemies' save round. If they tend to push up the catwalk without flash bangs from middle or want to attack middle with flash bangs then being far back will allow the player the range to potentially quickly

catch an enemy slipping up, and also have the degree of distance to allow his team-mates to provide back-up rapidly. The key to this approach is range because the player needs to avoid giving the saving enemies a good opportunity at hitting his head hit box.





Afterwards if he wants to take his team up the catwalk and into A, having established the middle will make taking that location a lot easier. Along with his team the player can grenade the catwalk and take it with proper flashes because he knows the enemy are not going to have effective stacks there, or the armour to take damage from grenades. This allows him easy access to the A bombsite because once the catwalk is taken the player has the range advantage looking into the A bombsite, as well as the height advantage which plays in his favour since he can see opponents advancing up the ramp before they can see him (even their shots in this scenario will be extremely difficult to hit) Leading one's team into bombsites can be effective when the player has a team-mate close by since he is able to give himself the range advantage along with the one shot advantage of his AWP, this will destroy any head-stack an opposition team has setup or kill the first opponent spotted quickly so that any additional enemies can be taken out by the player's team-mates or his next shots.

## fRoD:

"When you are forced to save, I like to try and go after the AWPers as much as possible. The reason for this is the same for when you are the one holding the AWP on the save round. You want to try and take as much money as much as possible from them, as well as give yourself the opportunity to use that AWP and secure a save round win for your team."

When attempting this it is important for the player to understand that the opposition will be aware that he is saving and will be prepared. fRoD feels it is important to try and make a quick plan to achieve any small goal in a safe round, that can be something important like getting the bomb down or taking weapons away from the opposition. On offense he likes to try and get a deagle on occasion, when he has extra funds, as he knows there may be a chance for him to turn a corner and kill an enemy with a single shot. Having confidence when turning the corner in that scenario is important, that confidence makes him aware and focused on hitting the shots he needs to hit in order to get through an area. If the player takes his team with him when attacking such an area it can also help because they are then able to follow up and swarm a location in case there are more enemies.

## fRoD:

"At the end of the day, you must be aware that you aren't expected to win this round, but it is also important to try and complete small goals in each. Even getting a couple of flash bangs or smoke grenades can help because you can represent to the other team, from a distance, that you aren't saving and can throw them off guard. This can be used on either side of the map because selling that fake is exactly what you need sometimes to get a little advantage and win a save round."



For example: if the player smokes the middle doors on de dust2 as CT on a save round he represents to the opposition that he may not be saving, as this is a common action. Also this allows him and his team-mates to over-stack a bombsite because the enemy will not know how many CTs have crossed over towards B, which essentially forces the opposition to change their plan. This is extremely effective since the player is able to force situation to fall in his favour. An approach fRoD knows to work is smoking the middle and then overstacking the A bombsite with grenades, with one player spotting the catwalk. Once the player at the catwalk spots enemies the team can throw their grenades in that direction to try and get kills. This often works as when the middle is smoked it forces the offense to take locations together, not just with one person spotting a location and calling out numbers. This allows the player and his team to get a lot of splash damage onto the enemy and lower their health enough to make it a more even playing field despite the weapon disparity between the two teams. This kind of approach can even be attempted on offense when saving.

## fRoD:

"If you can make it up catwalk and have a few flash bangs and smoke grenades, it can be really good to smoke off the A bombsite by throwing smokes off the goose wall and then flooding a couple of flash bangs into the long A rail (which is a very common AWP spot) This allows you to not only get in their face, but also get the bomb down."

Every time the offense get the bomb down they receive additional funds the following round so this becomes an important factor and fRoD considers planting the bomb a form of win when the player and his team are saving on the offensive side. It also forces the defense to make plays since the time is ticking away on the bomb timer, which allows the player's team to over-stack locations such as catwalk or use weapons they may have picked up to hold off players coming up the CT spawn ramp. Being able to be as tenacious as possible on save rounds is vital as it sends the message to the opposition that the player is fighting not only for each round but for every small objective win such as planting the bomb or stealing a few weapons from them. The confidence this gives is invaluable as it comes from a round the player is not supposed to win, and even may have lost.

## fRoD:

"This is why winning save rounds is so important, because it is twice as much a confidence boost because it drains their confidence a lot more. Plus, it takes their money away and basically gives you a free next round because you force them to save."

One thing the player should strive not to do is get caught alone on save rounds as these are essentially free rounds when played correctly, but can be given away all too easily when he strays off and loses his weapon or the numbers advantage. Also he needs to play in locations where his team is close by as the player is only able to take down one enemy at a time as opposed to spraying a clip, so it is key to have back-up available to fend off rushing enemies. He also needs the security of knowing that if he should die then his team will be able to recover his AWP because for him to buy a rifle and swap it with the team-mate who picks up the AWP will be a lot cheaper and efficient for the team's overall economic situation in the long run, as opposed to having to buy a new AWP.

- 1 It's important to know when to save with your team.
- 2 You need to understand when it's ok to make risky buys with your team.
- 3 Make a plan beforehand that will enable you to lockdown a location.
- 4 Having back-up as an AWPer will help you on eco rounds as the team-mate can give a lot of damage while you one by one pick off the saving enemy.

- 5 You also need to avoid situations where you can get swarmed and lose your AWP to the enemy.
- Learn the three most common things the defense will do when they are saving.
- AWPing is powerful on offense against a saving enemy since you can use range to your advantage.
- 8 By attacking AWPers on save rounds you can take more money from the enemy team and possibly get that AWP to use yourself.
- 9 Have a plan to achieve some small goals in each save round.
- Sometimes it can be worth buying a desert eagle when you have extra money since you can get a kill with one accurate headshot.
- 11 You can represent you and your team have fully bought by smoking an area off early in the round, i.e. double doors on de\_dust2.
- 12 Getting the bomb down even if you lose on a save round is important as T since it gets you extra money.
- 13 Try not to get caught alone or without back-up against saving enemies.
- 14 If you have back-up then if you die your team-mate can pick up your AWP and swap it for a cheaper rifle from you in the spawn next round.



"Going up against another AWPer is something that is always a key to a match when your team somewhat forms their plan around the snipers to get picks and lock down certain locations. Teams have enforced using an AWPer nowadays ever since I really think I implemented the fact someone sniping every round in both halves will be extremely effective to the flow of the round in your favour back in 2002-2003."

This type of play can come in many forms such as the player holding down locations by himself on defense to allow over-stacking of other bombsites, or holding down locations he or his team have advanced into on offense. A lot must be processed in the player's mind when he is approaching these situations because often he will encounter the challenge of going up against another AWPer. Since the other team can take locations and make guesses as to long range spots such as long A on de\_dust2 or inner on de\_train, areas heavily covered by AWPs, they will send their sniper to try and take the player out or set up an attack. fRoD's main focus in this section is playing against the other AWPer because the majority of the time that battle will take place.

## fRoD:

"A few things I have stressed throughout this guide are mental confidence and trying to get any sort of advantage against the opponent. Primarily, you need to try and figure out what type of player you are going up against."





Figuring out the type of opposition player has a lot to it as there are many different play styles and a lot of opposition players will know how to play both sides and all angles well, they may simply have trouble connecting shots at times. fRoD classifies some players as those who have movement difficulties, this may arise from them not possessing good character control, flow or perhaps not having their binds setup to allow them to perform certain actions. This is something which the player must be able to pick up on as typically if that type of enemy is going to use the AWP they will be not as confident in moving up into aggressive locations without help and will play extremely defensive on defense as well as in the middle to the back of the pack on offense. On offense those enemies lack confidence in taking aggressive angles alone, sometimes because they may not have a quick strafe and stop shot that allows them to be difficult to hit while getting off a quick shot. These are enemies that the player needs to attempt to apply as much pressure to as possible, in fRoD's case as an aggressive AWPer who can handle close quarters combat he is able to excel against that type of opposition.

There are enemies who possess fRoD's play style, which is being aggressively minded on defense to lock down key locations or bombsites alone. On offense trying to lead the way into bombsites and hold off any pushes from the defense. When the player is faced with this type of enemy he must be aware that they can play both play styles and that to them simply walking or holding an area from a stationary position can be considered a passive play style since aggressive spots can be held and their reputation is built off them. He must also be aware that these enemies will have a tendency to push and/or hold aggressive angles on either side of a map. For example: on de\_dust2 aggressive AWPers on defense will sometimes hold the angle at Long A which aims into the Long A entrance for the terrorists. The player has several options in order to go up against such an enemy that has taken a more aggressive position. He can rush and catch them off guard or take it slow by himself or with his team-mates.

#### fRoD:

"Putting the pressure on these players by rushing and getting in their face is important because you want them to know that it isn't possible to take another shot or possibly take that position in later parts of the half."

This type of play sets a tone which tends to give the player slight advantages against these enemies because he needs to attempt to show them that he has confidence in his play style and is willing to pursue them. Taking such an example slow with team-mates is also a very good idea. With the player leading the pack and taking the initial peek the team is able to throw several flash bangs and smoke grenades to assist him and take locations of the map which are being covered by the aggressive enemy AWPer.



These types of tendencies can easily be picked up on in many situations thus allowing the player to be well prepared when going up against his opponent. He can watch a demo to look for the types of tendencies the enemy has playing on both sides of a map, or see how they react during pistol and save rounds as fRoD likes to do when facing other professionals. This allows the player to not only get a feel for the way this type of enemy plays but also, and most importantly, what the opposition team's flow will be like. If the enemy seems to be more aggressive minded on the Counter-Terrorist pistol round then the player can assume that on maps like de dust2 they will attempt to push in situations like at catwalk to spot all the way down to the green box area and the alleyway in T middle, or even push middle to take a shot at lower B tunnels. If the enemy AWPer seems more passive along with the flow of the defense then the player can assume that they will be playing much more team-orientated and have enemies around their AWPer as well as not putting their sniper into situations where it is possible to get picked off early. This allows the player to try and push certain locations by himself to attempt to pick an enemy off, or go with his team-mates to take a position over with heavy grenade work.

#### fRoD:

"On offense, if the flow seems to be more laid back and the team takes locations together with caution, it is essential to try and form plans to go up against these situations. This can simply be done by holding locations such as Long A rail on de\_dust2 so you can fall back and take many shots, or get help from your team-mates. Also, you can try and be aggressive alone or with your team-mates to try and throw them off guard. This will be a huge confidence drainer because you are letting them know you have them figured out and are willing to execute on plans to put the pressure on them."

The most important thing for the player to understand in all of this is that he needs to mix it up as much as possible and learn all variations of playing. Many players will be able to figure him out, or use the techniques fRoD has mentioned, to gain all kinds of advantages. By knowing this, and ensuring he is extremely aware, the player will be able to work on these parts of the game and that will allow him to get more advantages for himself. Also, since a lot of players will change their play styles at a moment's notice it is important for the player to be able to do the same and be aware so he can change his play style within the match or round.

"Trying to be tricky and changing up the way you hold and attack locations of the map will throw your opponent off guard, because they are going off the knowledge they gained from the previous round and sometimes don't think to form plans for other possibilities, rather than just the certain instance that occurred. By also being aware of this you are able to get slight advantages that can be the difference in the kill or not. Being aware of all this and trying to form many plans has definitely helped shape my game in not only being more effective in getting kills, but also the slight mental advantages which I always look for."

- 1 Figure out the type of AWPer you're facing.
- 2 AWPers who aren't as good at movement won't be as aggressive on defense when on their own, instead they will play extremely defensive or with team-mates.
- They also won't possess a good strafe and stop technique so on offense they won't be able to take a lot of aggressive angles on their own.
- 4 Players with a play style like fRoD's will lead the way on offense and push/hold aggressive angles on both sides of a map.
- Putting pressure on players like that sets the tone that they won't get off multiple shots or be able to hold the same aggressive positions through an entire half.
- 6 You can also take your team with you and use grenades and smokes to take an area an AWPer like that is covering.
- 7 If you can then watch demos of your opponent so you can figure out his play style and how his team flows.
- If the enemy is aggressive on the CT pistol round then he and his team might be more likely to push certain positions aggressively to take shots.
- 9 If the enemy seems more passive and so does their team then assume they will not take the same risks, and may play together more.
- 10 You need to know how to switch between styles within a round so you can combat the same approach from the enemy.



"A lot of what I talk about and try and prepare you for is the beginning of the round, primarily just things that focus on where to setup or even how to warm up for a game. But, one of the most common situations that can't really be practiced, nor preached how to always win on, is clutching. A lot of these clutch instances are placed heavily in the hands of the AWPer, because you are holding the gun that only requires one bullet, and can provide the range cover that you or your team needs."

That simple fact provides the player with priority over his team-mates who are holding rifles when it comes to the more clutch situations in a re-take, this applies to either side of a map. This is since the player's team-mates will either be defusing when on defense, so the player can cover them, or they will be planting the bomb while he provides cover and early peeks when the opponents attempt to defuse. This maximizes the effect the player can potentially have in a round and the lasting effects of that can be felt in the rest of the game.

## fRoD:

"Coming up big in clutch moments are definitely momentum changer in your favour, and can provide that confidence boost you or your team need to finish the job." When the player is on offense clutch moments arise often since he is constantly required to make holes in the defense and/or cover his team-mates. Not being able to make those holes or allowing enemies to fire off an extra bullet to kill a team-mate could be classed as situations where clutch play is not present. Being clutch is not simply about play at the end of a round, which can be determined by either the bomb or the last kill. Clutch moments occur all the time throughout a round because any effect from a pick or entry to a location can be huge for the player's team. Understanding how to control his character, make appropriate moves at the right time, bring the right amount of backup and utilizing his surroundings and team-mates to the maximum advantage are elements of clutch play. So is the player being able to take charge in any given situation to give the team-mates covering him more confidence since they know he will begin the battles and their only job is to cover and continue on through the holes created to plant the bomb. fRoD feels it is absolutely necessary for the player to cover the bomb planter and stay around that area for a few seconds after the bomb has been planted so that he can provide the entry and escape cover his team-mates may need to get into better spots.

## fRoD:

"From here on out, you're in full cover mode because you have already created all the holes necessary and half your objective is complete, the bomb is down. With proper coordination with your team-mates, and primarily you covering the longer ranged areas, this will allow you to have the rifles be in the best positions possible, while you can cover any position with the AWP. This, again, maximizes the use of every player in the team to achieve the common goal of winning."



At any moment where the bomb is down and the player knows the CTs are in its vicinity he must be quickly thinking up a plan with his team-mates to try and stop the defuse at all costs. From delays to distractions. anything and everything is necessary as the time is ticking away and in the player's favour. Before the CTs get a chance to defuse, or fake defuse, fRoD likes to get an angle where most of his body is cut off but he can still see the bomb. This is important because a lot of enemies will head directly to the bomb while looking down to attempt the immediate fake defuse, this will allow the player to potentially get a free kill. Even if the enemy peeks at the player immediately he is at an advantage because half of his body is protected from a direct hit while the enemy is moving into his crosshair. This is a key because the player is stationary but extremely effective due to the angle as well as crosshair placement. The player should also try and visualize where the bomb is in his mind before peeking around the corner again.

#### fRoD:

"A lot of teams will try and throw a smoke grenade on the bomb, so it can be difficult to see. This is why I like to try and know where the bomb is so I can get a lucky shot or two off, or even chase down the defuser through smoke but I am aware of where to be aiming at." As an AWPer the player needs to be the one that peeks first in these situations as he is able to attempt to swing the numbers advantage in his team's favour quickly so his team-mates can go on to provide more distractions or threats afterwards. He can also throw a flash bang and take a peek before it goes off, this is effective since it is possible to fire the shot before both the player and the enemy become blinded. The key difference is that the opponent will either be turning around or possibly holding a rifle which means their shots won't be as accurate as the one shot it will take the player to kill them. By becoming the primary aggressor the player is able to drain some confidence out of the defense which will be trying to form a quick plan from which to win the round. These are some of the little things the player needs to look out for and try to take advantage of as much as is possible.

When placed in clutch scenarios on defense the player needs to be trying to process all the information in the round as quickly as possible before entering into his game plan. The importance of this stems from the fact the terrorists will likely have planted the bomb, or are going to, and the player needs to attempt to find a way to either stop that plant or defuse the bomb. Without processing all of the information he will simply be heading into battle less prepared and as a result giving him fewer chances at success. It is of extreme importance for the player to try and remember where all of the small battles and deaths have taken placed around the map before he goes about his game plan as this can give him a better estimate as to where the enemy is going or he can go depending on all of those situations.



"After you think of everything that's happened thus far in the round and have come up with a small game plan, it is important to consult your team-mates because you need to be on the same page. They can either have a new idea, or may not agree with your idea. It is important to make sure this is fixed so the plan can be carried out by the whole team to try and overtake the offense. Teamwork and communication is extremely important and without it you are basically running around with your head cut off."

Most of the time the player will be heading into situations where he must enter a bombsite and defuse the bomb before the timer runs out. Once the bomb has been planted the round immediately turns into a clutch situation due to the tables being turned on the player. As an AWPer the player's primary focus should be on covering his team-mates when they are defusing as well as taking the hardest and most long range shots. These small factors can allow for a better re-take of the bombsite because the player is once again maximizing his team to the fullest. When the bomb is being defused and there is only a single opponent, or even several, the player must be covering the defuser. This is vital because the one shot kill ability of the AWP gives the player the chance to cover locations effec-

tively when the enemy is hiding. If the player gets to the bomb and must begin defusing he is at a disadvantage but this does not mean he cannot be successful. The fake defuse is a play which can turn the tables on the enemy because they will be forced to confirm whether the player is really attempting to defuse or risk the bomb being defused sneakily. For the most part the enemy will check and attempt to get a pick so the player must be on the prowl and aware of his surroundings.





"Trying to eliminate locations where they can be hiding and where they can come from is important because you want to prepare yourself for covering your team-mate. They are giving up their chance at covering by staying on the bomb, so it is your job to instil that confidence to them that you are going to be covering them. By even getting that first pick while the bomb is being defused, there is a chance the second opponent might not even peek so as to not risk losing a gun, or even if they do there might not even be enough time to get the defuser."

When the player is by himself in any of these situations it is important for him to think of small plans which can force situations to go in his favour. As fRoD mentioned above cutting off angles on offense when the bomb is down is excellent since it can cut down the number of enemies the player will be facing at a time. Since it takes one enemy to defuse the player can consider that in any 1v2 situation he is only really going up against one enemy when the bomb is being defused. If he is forced to peek then he needs to try and peek as quickly as possible and kill the defusing enemy. This can be done fairly easily since the player need only connect one bullet to his target. If the player has cut off the correct angle early on in a round this can lead enemies to be wary for that angle

and possibly not want to play aggressively against him. This can also help since it will allow him to cut off more angles and peek when the bomb is being defused without having to do any work.

## fRoD:

"When you are on defense, I feel thinking of all the information and where all the deaths occurred in the map is crucial when going into a situation alone. You need to be aware of where to look at, angles to try and eliminate, and just simply make better guesses so you feel more confident going into these situations no matter how hard they really are."

Use of the fake defuse technique is crucial in situations such as these for two good reasons. One is the fact the player can draw the enemy out of their hiding place and all it will take is a small shoulder peek for him to kill them, this is important because the player is forcing the opponent to make the move. This leads to the second reason which is that it gives the player the opportunity to attempt a sneaky defuse, especially if a fake was previously employed to kill one of the enemy's team-mates. This is a mind game since the opposition know it requires one shot to kill them so they are less likely to peek. This gives the player the advantage because if the enemy peeks he can shoot them as they turn the corner or just continue defusing because they will not expect him to when he has the shot advantage.

## fRoD:

"It is important to also be as quiet as possible throughout all these situations because any noise can give away too much information and you want to try and be as effective as possible and unpredictable."



- 1 As the AWPer you take priority in clutch situations since you can provide cover and kill in one shot.
- 2 You should cover the bomb planter or bomb defuser as well as take early peeks onto enemies.
- 3 On offense you need to make holes in the defense and cover your team-mates.
- When the bomb is planted and you're T find an angle where half your body is covered but you can see the bomb.
- 5 You can throw a flash bang to peek and get a shot off.
- 6 In a 1v2 always try to kill the defusing player with your peek.
- 7 Use all the information from the round to make your plan, think about where other battles took place and people died.
- 8 Let someone else defuse while you cover them as CT.
- 9 You can use the fake defuse to lure out the enemy or give yourself time to sneakily defuse the bomb afterwards.

# RO FROD TYPES OF PLAYERS TO TEAM WITH

Attaining great teamwork and chemistry should be a goal within any team but this is only possible if the right players are put together. Having dedicated players who are willing to learn is an excellent start because the capacity to learn and improve will always be there. Also with the proper motivation these types of players are extremely powerful and useful in any team. The concern in this section is less about the type of player one must be but rather the types of players one needs within their team. As an example in coL there are four primary riflers and fRoD as the primary AWPer. This is not to say his team-mates cannot AWP, especially since on defense it can be needed, but rather the ultimate goal is for an AWP to be in fRoD's hands above anyone else's. This is a key because the player does not want to get any strategies or setups mixed up as a result of players swapping the gun they use, especially if he is the primary AWPer and strategies can revolve around his picks and setups. This does not mean the player must always have an AWP; sometimes certain strategies may not work as well with an AWP when called. If the player does not have an AWP it is not a bad thing for him to get a rifle and continue to try and conserve some money and be useful to the team. With some offensive strategies it is also not a good idea for team-mates to have an AWP so that the player can switch guns with them to help save on the team's overall bankroll. This is important because recycling weapons amongst the team is a good way of stacking a player's bankroll so they can potentially drop weapons later in the game for a team-mate.

## fRnN.

"Finding any slight tool that can help build teamwork and chemistry with the team is great because anything small can help the team wonders when it comes down to these aspects. Helping the general flow of your team and how you approach the game with them, will allow you to go far in a game that requires a high level of skill but also teamwork."





As the primary AWPer it is essential for the player to not only be aware of his surroundings but also which of his team-mates are near him. Knowing how his team-mates play and react to certain situations will allow the player to help himself in finding ways of requesting backup or playing his position while being attacked. For example: if the player is playing bombsite B on de dust2 with an AWP any type of play style can benefit him if he asks for a small amount of assistance. Having a team-mate flash into the tunnel or even boost him on the platform in the back of the bombsite will help the player secure his position more and allow the teammate to play however they want to. This allows the team-mate to gain more confidence because they know they can cover different positions more efficiently since the bombsite is secured for the time being. In a situation like this if the player is attacked by several smoke grenades and flash bangs then requesting any sort of backup will be useful. If a passive team-mate comes to assist the player he can know they are going to attempt to take angles that will allow them to get several kills but also watch the player's back. This means the player has a few seconds to think up a game plan knowing he is under pressure and hitting a shot will soon be required.

#### fRoD:

"Being able to peek with confidence or use your last flash bangs or grenades before peeking will help because you want to pose as much damage and threat to the other team as you can before you die."

If an aggressive team-mate comes to assist the player then he can know they are capable of throwing flash bangs into the bombsite and peeking down the tunnel. This will give the player time to regroup and think of a game plan much like the passive team-mate might do, but he is given a few more seconds due to this aggressive team-mate. If the player wants he can repeek because he knows his team-mate will be fighting the enemy and sometimes they can shift their focus onto that team-mate and not even notice the player. This can provide a great deal of easy kills but the main point is that the player is providing backup to his team-mate, just as they did for him. This allows the player to not only dominate the round but delay or damage the enemies immensely to give his team-mates who are rotating a better chance at winning the round. This is why knowing the type of team-mates the player has around him is vital as well as discussing setups before a match with his team. It is also important to attempt to discuss and figure out the types of play styles the player's team-mates have in certain positions he plays on any map so he is more aware of what to expect from them. Not only does the player gain the experience he requires of reading players and assisting his team-mates but builds the chemistry and teamwork which is extremely important to any team.



Throughout his years with coL fRoD has played alongside several great players inside on de\_train. The key point is that they both have extremely different play styles and can almost be seen as polar opposites in that sense. Adapting to play styles and learning what makes his team-mates more comfortable in certain situations will benefit the player also.

## fRoD:

"Justin 'sunman' Summy is an extremely skilled player, but has a passive side to his game. These is great because you know he will try and stay alive as much as possible, and use his smarts to avoid a lot of heavy battles and win as many of those as possible. Putting Justin in situations where now, Matt 'warden' Dickens plays, wouldn't make much sense because their play styles are totally different. Matt is the type of player who will not be crept up on, and will make many calls and get as many frags as possible. He loves looking for that confrontation, but is extremely smart about falling back and requesting backup."

The main concept fRoD wants to explain is how he identified their styles and adapted to form better strategies and setups which overall bettered the teams they played on.

## fRoD:

"When Justin was on our team, I liked for him to hide under any train and cause as much damage as possible. The reason for this is because by me being the one spotted far back with an AWP a lot of teams think the bombsite is clear and I am covering it alone, which I did cover alone a lot. But, the key to Justin was he was hiding in the bombsite and was able to kill the planter which created a lot of delay in the round and allowed our backup to come quicker from outside. He was also able to get a lot of multi kills on players who are running into the bombsite not expecting him to be hiding because I am getting kills from far back and they just want to get the plant down. This basically meant I was a lot more focused on both upper and lower, because I wanted Justin to play in positions where him being quiet would benefit us and allow him to get that confidence knowing he just has to get a couple of enemies and do whatever he wants by being sneaky."

fRoD then compares this to the way Warden plays that site and how he adapted his play to suit that style.



"Matt is also a player who can do that extremely well and I have him do it from time to time, but the main difference is Matt will fight a lot with the other team before they even get into the bombsite. This is also great because a lot of the time Matt can get picks without dying and set the tone and shift the numbers advantage to us. I can also watch wherever Matt wants me to because since he is normally fighting, I am able to take a lot more defensive positions and covered ones too. This allows me to focus and cover my position a lot better, which is basically all Matt wants me to do. In situations where I had to try and watch both upper and lower, I try and just spot them and change my crosshair between them from time to time. It is very important to make your team-mate aware of where exactly you are covering and looking, or ask where they want you to cover or look as frequently as possible. This not only builds teamwork, but helps create setups and allows your team to be a lot more deadly and consistent in the long run."

- 1 You need to know what mix of player types you have in your team.
- If you are the primary AWPer in your team then you having an AWP need to be the priority over anyone else having one on your team.
- 3 You need to be aware of which type of player is near you so you know what to expect from him.
- 4 A passive team-mate will take an angle where he can kill multiple enemies and watch your back so you should adjust your play accordingly.
- An aggressive team-mate can push up and engage the enemy so you can get kills by backing him up since they will be focusing on him most likely.
- Talk to your team-mates outside of the game and find out what play style they use and base setups and strategies off the mix you have in your team.
- 7 Consider fRoD's examples of playing with opposite play styles on de\_train and how you can adapt your play to fit your team-mate to help your team overall.

As an AWPer the player can be presented with many pick situations which allow him to get kills or open shots at enemies. Some of the more complicated shots to hit are those which rely on the player aiming in between a gap and trying to get a kill or hit on an enemy passing by. Being able to just hit the opponent is effective because it can force the opponent to draw back in their play, or the player may even get a kill due to an opponent having been damaged at an earlier stage of the round. Taking gap angles on any side of a map is extremely effective because the player can attempt to catch the opponent off-guard and most importantly he is not as exposed due to the gap providing cover for him. This latter point is extremely important because it enables the player to stay alive which means he can rotate and continue to be effective throughout the round. This alone makes the ability to shoot through gaps valuable because of the further damage the player can inflict in the rest of the round, plus by getting a pick through a gap he doesn't sacrifice himself very often from those positions. Gaining a numbers advantage can be immensely important in Counter-Strike and can easily make any strategy more effective due to forcing the opposition team to play differently and with reduced confidence.

## Double doors on de\_dust2

#### fRnD:

"One of my favorite gap shots is from T spawn to CT middle doors on de dust2. The main reason I like this spot so much is because it is such a small angle for the opponent to see you, that they don't even want to bother taking a peek and risking a death so early in the round. Plus, you also force them to waste money on getting some grenades which is effective in the money management aspect. When it comes down to this shot, I've always been an advocate of aiming well in the middle of the doorway because I feel the shot in between the gap can be too difficult and random sometimes. I feel it is more effective to secure a hit, take away about 40-60 life from the enemy and possibly even getting a headshot kill through the door."

When an enemy is holding bombsite B but with half of the health they began the round with this can not only drain their confidence and that of their team's but also force the defense to make quick decisions and rotations due to the health loss. The reasoning behind this is that any position the opponent chooses to play inside B they may be easily killed by a grenade or from one of the common spam spots. That opponent player also cannot provide much cover to the other enemy playing B because one or two bullets will finish him off, so it is more likely the player can take that bombsite because the enemy will either play outside of it or can be taken down easily. Hitting the primary enemy playing B can also force the secondary enemy playing B to hold the more difficult angles, which he may not be accustomed to. This can throw a wrench into the opposition's defense and that can easily be taken advantage of and focused on with the correct strategies and proper teamwork.



In terms of the actual shot, by aiming at the doorway the player is able to let the opponent appear on his screen and reveal what they are about to do. They are only able to jump or run across the doorway and if it isn't smoked off the player is able to judge where the enemy is going to be and when they will be close to his crosshair which is aimed in the middle of the left doorway. If the opponent likes to jump fRoD normally moves his crosshair a tiny bit higher up to ensure he hits the enemy and that they don't jump over his shot. Aiming at the middle of the doorway, double zoomed, is key since if the enemy simply run straight across they run into the player's crosshair, while if they jump across he is only a couple of inches under where they will be. This helps secure the advantage of getting a lot of damage done and confidence drained.

## fRoD:

"I have been told many times by teams I have played against that they were so upset because they got hit almost every single round crossing the doorway. In every one of these matches we dominated and had total control of the offensive side of the map."

- 1 This shot can force the enemy to use money on grenades.
- Aim into the middle of the doorway instead of trying to be cocky and shoot directly at the small gap; it's more effective to just guarantee a hit.
- 3 Taking health off an enemy crossing to B can make his team-mate at B hold the more difficult angles, messing up the defense's flow.
- 4 Hitting enemies from this peek round after round drains a lot of confidence.





## CT ARCHWAY ON DE\_INFERNO

#### fRoD:

"Another gap shot that I like, because I play it so often, is the one holding from the CT spawn archway on de\_inferno looking into middle. The reason this is such a great spot is because you are able to take a small gap that allows you plenty of cover, but with many options of still covering your bombsite to allow you to continue to be effective even if you miss some shots."

It is extremely important for the player to cover his position and this must be done at all costs. In this position he can either sit in the open or play up close to the small wall area which juts out on the left and can provide a little extra cover. Throughout years of play while in this position fRoD has learned to put his crosshair favouring the left part of the gap for a number of reasons. He preaches the concept of giving oneself enough room to make a shot; he wants to give himself a chance at killing enemies who run past his crosshair in this tiny gap. Also aiming towards the middle will allow the player to hit enemies who are either jumping or peeking him with an AWP in an attempt to pick him off. The player's crosshair will be placed exactly where it needs to be and sometimes all he will be required to do is fire.

#### fRoD:

"But, the main reason I favor the left side is because a lot of smart teams like to do the boost from under the window room to get into the small room, which we like to call apartments (halls is path where you can jump out near the pit). From here, players like to try and walk up to the very close angle and try to sneak up on you and run at you. The reason aiming to the left is important is because when players peek you from that side of the map, they will also fall into your crosshair."





The importance of this is that the enemy is looking for a small angle from which to shoot at the player because their main tool is the element of surprise, yet with proper crosshair placement the player will be ready for these angles. He can also fall back if he misses a shot and cut off half of his body from damage by the staircase to CT spawn or near the ridged area on the right side of the wall he was originally holding. This enables the player to stay alive and be as effective as possible in this position, setting the tone and grabbing the numbers advantage instantly. This will drain a lot of confidence from opposition teams because they will put a number of enemies into action attempting to pick the player off, either by peeking middle or someone creeping out from the window room. Stopping these plays drains a lot of the optimism from the opposition's strategies and will allow for easier victories in those rounds.

#### Summary:

- 1 Aim to the left of the gap so you can kill enemies running past your crosshair or jumping.
- 2 Aiming left also helps when enemies boost window room and try to sneak up.
- You can fall back if you miss a shot here and use the wall to cover part of your model.

## MIDDLE TO Z HALLS ON DE\_TRAIN

The offensive side of de\_train is one of the hardest sides to play and the side which relies the most on picks from AWPers due to the distance all the angles provide and how AWP heavy the defense typically is.

### fRoD:

"Setting an early tone is important on this map, which is why when I get the best spawn closest to the staircase leading into the inside bombsite, I take the early shot middle towards the CT Z hallway. The reason I like taking this shot so much is because the defense always comes out of there, and you either run into an AWPer trying to hold it or riflers trying to run close to play the ladder room side of outside closely. By killing the AWPer Z hall you can eliminate the distance threat inside because normally this isn't an outside player, this is someone who is taking a quick shot middle to spot for the outside defense while the beginning of the round is going on. I know this because I do that extremely often in my position on defense inner."

It is also important to kill the riflers that come out since this opens up the ladder room for the player or his team-mates to go down as well as setting a tone that the opposition cannot come out of Z hall to protect that area. This tone allows the player to exploit the ladder room side of the map more in the later parts of the game.



#### fRoD:

"When I take this angle, I like to just jump and land crouched down so I can be a lot harder of a target to hit. Another key is running without the scope so you can get a good amount of speed, then once you jump, you can scope mid air and try to align it a little bit towards the middle. Once you land, you are going to be able to just click fire or move a slight amount to take that shot."

If the player simply walks out then a lot of the time he will just run into an enemy's crosshair so he might as well make himself a harder target to hit if he is dedicating himself to this gap shot. Another key aspect which has helped fRoD's team win a lot of big rounds is simply shooting the top part of the left box in the Z hall area. Once the player has set a good tone that enemies can't come out of there safely a lot of enemies will try and duck-peek over this box to see if the player is there or if anything is happening at T middle. This is a common move for them since they are able to use cover and still make the calls they need to. For the player this is something he needs to try and take advantage of since getting that early headshot will open a lot of holes in the defense and drain a great deal of confidence from that enemy and their entire team.

#### Summary:

- If you have a good spawn then taking this shot can let you eliminate the distance threat inside since many inside AWPers like fRoD will take that quick shot at the beginning of a round.
- 2 Scope in while moving through mid air so once you land you can shoot.
- 3 The enemy at Z halls may try to only peek over the box so be prepared to shoot at it.





# RAMP TO RADIO ON DE\_NUKE

Another famous and useful gap shot is into the radio room from ramp on de\_nuke. The reason this is such an effective shot is because a number of enemies will attempt to walk by or jump by these angles to try and creep into the ramp room. They will assume a lot of these long angles are only being spotted and not covered heavily, so they will tend to not be ready for the player holding that angle.

#### fRoD:

"I like to get on top of the taller box of the two that are real close to the corner of the ramp room. This angle allows you to actually look into the ramp room, and you can catch a lot of players slipping up. By aiming towards the right-middle of this angle, you are able to allow players to walk into your shot and be ready for any players who want to try and jump past this angle."

This setup allows the player to simply move his crosshair a little bit and fire because he has already given his crosshair a break from moving to the right, so it need only move up or slightly to the right if anything happens. This can allow the player to set an excellent early tone since the offense knows they can't attack the ramp room freely and must waste all of their grenades to force him to draw back. Another key is that by holding such an aggressive angle the player is able to hold this position by himself, allowing the other team-mate who plays ramp to help the upper bombsite. This can be done by them going down the ramp and staying near the vents area or under the ladder to be able to rotate back to help the player. It is important for the player not to get greedy in these situations, especially if he is holding this key location by himself. Falling down the ramp towards the lower bombsite is the smartest move the player can make, he not only allows himself new angles from which to get kills but also by hiding behind the doors he can get some crucial hits onto the enemy who begins planting. Going down the ramp can force the offense towards the upper bombsite and run a lot of time off the clock which makes the opposition more easily predictable for the player and his team.

#### fRoD:

"This concept alone works wonders because you are doing a lot of controlling and mental damage when you simply are just hiding and holding good positions."



#### Summary:

- 1 Getting on the box at the back of the ramp room gives you a direct view down the ramp room where the enemy must walk, run or jump into your crosshair.
- 2 You can hold this position by yourself to let your team-mate rotate and help elsewhere.
- 3 Don't get greedy if you're holding by yourself since this is a key location, falling down to ramp can be a good move to get fresh angles.
- 4 By going down the ramp you can force the offense to go towards upper and use more time off the clock.



# PID FROD SNIPING TIPS FOR OTHER GAMES

fRoD has always felt that due to the correct understanding and utilization of techniques required in Counter-Strike that a player should be capable of excelling in other first person shooter games also. Counter-Strike provides so many situations and outcomes that it is nearly impossible for the player not to learn from them and build up a storehouse of general knowledge on how to out-smart opponents. By trying to out-smart one's opponent, possibly using some of the techniques used in CS to do so, the player is able to experiment with and invent ways of doing this in other FPS games.

#### fRoD:

"For example, I have played a lot of competitive Call of Duty (version 1, not the others) and Day of Defeat, which is a Half-Life mod. I was able to compete with the best snipers, as well as players in general, at these games because I applied a lot of techniques that I would in CS, to these games. A simple thing such as lowering my sensitivity, and using the same buttons such as Q for Duck, allows you to get comfortable easier in these games which allows for an overall better experience."

For a game like Day of Defeat which is a Half-Life mod, as fRoD mentions, commands such as zoom\_sensitivity\_ratio apply just as they do in Counter-Strike. fRoD changed his sensitivity between the mods by using a higher zoom\_sensitivity\_ratio setting since he found 0.77 (his CS zoom\_sens) to be too slow, requiring him to adjust it. Having the process of adjusting and understanding the command allowed him to acquire the habit of using the sniper rifle in that mod almost instantly and also allowed him to compete with the best players/snipers.

There was no zoom\_sensitivity\_ratio command in Call of Duty so fRoD instead lowered his overall sensitivity to ensure his scope would have the kind of slower feeling he prefers. Anything around the range where the player is able to move around and shoot with other weapons but still control the scope a great deal without being wild is a good range of sensitivity in fRoD's opinion. He used specific sensitivities of 2.3 and 2.4 when he played the game, and spent as much time learning the scope sensitivity as possible by practicing shooting and flick shooting at boxes. This is the same method he recommends for CS players and proved to effective in this case since he was able to compete with the best CoD had to offer also.



#### fRoD:

"Back when I played, I rang a lot for the United 5 team that won that big CPL back in 2002 or 2003, and I could have easily been a starter if I wasn't in the CS team. Just playing with them, and even other players at their skill level, allowed me to learn the competitive aspect of the game. and test out my strategies and game plans. Having a good CS background then, I was able to climb to the top and compete with the best in Call of Duty. I knew that if I put my mind to it, and practiced hard, I would be able to achieve any small goals I can make in the game being a part time player. From even getting my first ace or a few no scope kills, practicing hard and trying my best to execute game plans allowed me to do all this. A lot of these aspects are things I learned in CS and I know will forever stay with me when I play any game competitively, because a lot of the important things revolve around simply just trying to out smart your opponent."

Naturally practice and attempting new techniques and game plans will allow the player to excel also but without the approach of trying to outsmart his opponent and apply those game plans the player will not be successful. Counter-Strike is similar to many other games in as much as the player is playing an FPS game with a team against another team and there are objectives to be completed. Even if the player in question is not in the upper echelons of CS he can still use anything he can learned in CS to try and give himself a head start in the learning process of playing another game.

#### Summary:

- 1 If you can understand and master the techniques in CS you can also master and understand those of another FPS games.
- 2 Half-Life mods share command variables so you can apply what you know about those in CS to them.
- If a game doesn't have a separate command for zoom\_sensitivity then you can lower your overall sensitivity so that you can still move but also have the right scope speed.
- Everything you learn in CS stays with you and can be applied to other games to give you a head start.

# TRO FROD THE SPECIFICS OF FROD'S SETUP

#### **Peripherals**

Mouse: Logitech MX518

Mousepad: Steelpad QcK Heavy

Headphones: Steelpad 5Hv2's (No drivers)

Keyboard: Black Microsoft Internet Keyboard

Wire holder: none

#### Mouse Settings

Drivers: None

Mouse Fix: No

Windows Sensitivity: 5/11

DPI: 400

Hertz: 500 Hz (using USBMRS11.exe)

Enhanced Pointer Precision: No

#### Video Card Settings:

Gamma: 1.16

Brightness: 103%

Contrast: 100%

Digital Vibrance (on nVidia cards): Low Medium

Vertical Sync: Off

Antialiasing: Off

Anisotropic Filtering: Off

Image Settings: Quality

#### 1.6 In-game Settings:

Operating System: Windows XP

Launch Options: -noforcemaccel -noforcemparms

Refresh Rate: 100Hz

Resolution: 1024x768

Sensitivity: 2.4

zoom\_sensitivity\_ratio: 0.77

Crosshair: Small, Green, Translucent

GUI: CEVO 1.6



#### Notes

I don't use -noforcemspd because I've never used it before so I didn't want to add it and I don't feel it changes too much. I do not use the mouse fix and remove it every time I get on a computer with the fix. From one end of my mousepad to the other I do about 3/4 of a full turn with my sensitivity. I essentially chose the qck+ because I like any cloth mousepad and simply just like the way it feels. By testing out the cloth pads versus the hard and maybe plastic mousepads, they can feel rough on your hand and even the movement of the mouse. I simply don't like that rough feeling on the mouse and don't like how most hard pads are very small. This doesn't help for people who are using low sensitivity that try and make quick movements. Which is why if you use a low sensitivity it is best to use a big cloth pad for the extra room and slickness, rather than the roughness and small diameter of the hard pads.

As far as the mouse goes, I have always used Logitech mice and have always loved their shape and feel. This is important for a mouse because you want to make sure that you are comfortable holding it, and depending on the grip you want to implement that it doesn't bother you. Having a mouse with the extra buttons such as mouse4 and mouse5 is essential because they can

add several more bindings near to you that you would normally have to reach for or change a previous bind for it. I don't have uses for these buttons, but I have heard of many players that change their mouse4 and mouse5 buttons to change to their flash bangs or smoke grenade quickly. This is extremely effective and allows you to go directly to your accessories, rather than hitting 4 several times to choose which you want to throw.



#### Player to watch

zet! I think watching Marcus play, especially alongside him, was such a great experience because we shared so many qualities, especially in play style. He was also a very vocal player who loved to get into the other team's head, not by being mean, but being a nice guy. I know it may sound weird, but it's so funny. He's the type of person who will headshot you, and will look to where you are sitting to mock you with his smile. What can you do about someone smiling at you? It's just funny because Marcus is looking for that mental edge, which I often do, and he also tries his absolute hardest to follow up on that game plan in the game. I also like to do this because I feel it is important to try and get any sort of advantage you can in the mental department, because draining confidence from your opponent and giving it to you and your team is one of the most valuable tokens for success.

#### Мар

I would have to say de\_inferno is my favourite map and has been for quite some time. Being able to have a balanced map, which is spread out, allows for great chances at success or failure at both ends, rather than just being a one-sided map. Also being able to implement a lot of strategies where you can do fakes, or simply fall back to the other bombsite safely, allows for a much better experience when playing the map, especially when you try and implement these techniques.

#### Game situation to be in

I think my favourite position to be in is when I am alone and faced up against at least 3 opponents. A lot of these situations can end in failure, since I am clearly at the disadvantage, but I feel these are the situations I can learn the most from. Knowing that I am able to learn from any mistake I may make, will allow me the confidence to go with my instinct when trying to out smart or out shoot several opponents, and I am last alive. I quickly try and assess everything that has happened in the round, try to formulate a game-plan, and then finally proceed with confidence. After each and every move that you make, it is important to try and examine all that has gone on and what you possibly feel will go on, as far as whether the opponents are near each other or possibly spread out, etc. Also, in the instances where you can win these out numbered situations, you are able to instil a lot of confidence in your team and drain a lot of confidence out of your opponent in the round immediately after, and potentially the rest of the match. This is something to be aware of so you and your team can possibly exploit certain weaknesses or do certain strategies because of this drainage of confidence.

#### Style of opponent to play against

I like to play against teams that are extremely skilled and play with an extreme amount of confidence. The reason I like this is because this is the way I like to represent my game, and like to try and combat my opponents' way of thinking directly if they play the same as me. By being able to match my level of aggression in certain locations, this can easily throw teams that are used to rushing or being aggressive off guard since they can be used to getting easier access into certain bombsites.



#### Top player/team to play against

I never really had a player that I liked playing against the most, because I primarily focused on my game and trying to just out smart whichever opponent was next, but the team I definitely enjoyed playing the most is 3D. When I was trying to make it to the top and felt as if I had a team that could compete, 3D was always the team that held that number one spot, so obviously I wanted to go after them. But, I was also more motivated to want to win against them because I felt at times they thought they always deserved certain placings at tournaments and didn't put in as much time into practicing as me or my team. I knew if I was able to constantly out work them, I would be able to surpass them and take over their reign. Being able to accomplish this with my team was extremely rewarding, especially avoiding the chance to just join their team and try to take my team to the top. It was also great playing against them because we knew they were always going to try and look at all of our demos and try to anti-strat us. This was humorous to us because we were a team that came up with and practiced so many strategies, that we were always one step ahead of them and had an arsenal of new strategies for every time we played them. Last I could remember, our record against 3D was about 34-14, and knowing that the losses we had came simply from us not being able to execute certain

strategies and failing in certain aspects of our game. We were never able to lose a game to them because they simply controlled our pace and tempo of the game, which was something we always wanted to achieve.

#### Event location

I always enjoy playing at events in European or Asian countries. My main reason is obvious, gaming is far more advanced, welcomed, and adored there than in the United States. Being able to see tens of thousands of fans show up to a stadium to watch you play and cheer for you is simply one of the greatest experiences and atmospheres to play in as a professional gamer. This feeling gets you to realize that you obviously play the game for yourself and your team and family, etc... but there are hundreds and hundreds of thousands of players and fans that respect you for what you do and admire you for that too. It is extremely rewarding and I would definitely like to thank everyone who has supported me at these events, because the emotion and adrenaline that they send through my veins is an amazing feeling and one that helps me play better!

#### Side to play on (T or CT)

I like to play on CT side more often because as a sniper, I enjoy being able to hold certain locations or bombsites by myself, which provides a vast variety of strategies that my team can use. I feel this can provide a big advantage to my team, but also to me because it gives me the experience and training to be able to handle difficult situations within the game where I can't get immediate backup.



#### Non-sniper rifle

My favourite rifle is definitely the AK-47. The reason I like this gun is because the tap shooting and burst control is amazing, along with the fact this gun is a lot more powerful than the m4 and will kill any enemy with several less bullets. This is a great advantage to have since normally if you have an AK in your hand, you will be facing up against a rifler holding a weaker weapon, m4.

#### Event victory

ESWC is definitely my favourite event victory and probably will be for a very long time. My main reasons for loving this event so much are because we were able to win our first major tournament, but also become the first American team to ever win a major tournament on international soil. This added a great deal to our championship, because we were able to set a mark that hadn't been reached before. To us, this was a lot more rewarding than any cash we could have won, because as professionals we worked so hard to reach this goal, that being able to hold the first place trophy and even create a record that can potentially last forever is truly a blessing.

#### Individual performance

My favourite individual performance would have to be ESWC 2005. Throughout this tournament, I felt that I was extremely consistent and dominant in almost every match. The reason why this is so significant is not only because we won the tournament, but we had to face every top team at the tournament and had the most difficult road to the finals game of any team. This proved to me that I was able to compete consistently at the highest level of competition and handle the pressure, which is something that a lot of players can't do.

#### Clutch round

I would have to say the round against mousesports in CPL Winter 2004 where I nearly won the one against five. This gave me a lot of confidence knowing that even in the big stages of gaming, I am able to try and take a round over single handedly even if the numbers are totally against me. This was an extremely huge confidence booster for me because I was able to keep my cool throughout this round, as well as learn from everything and how to better myself. I think this round put a lot of fear into the eyes of the German powerhouse that I and my team, which wasn't so known, are here to play!

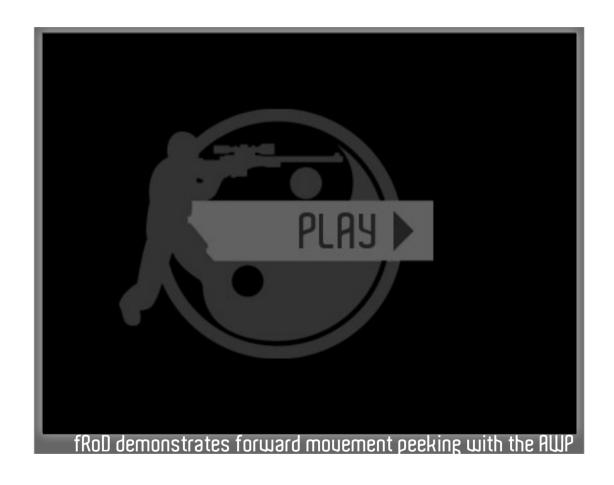
This section's videos illustrate some common movement and shooting techniques which are essential to master in order to apply the more advanced techniques explained by fRoD.















To increase the methods through which the player can learn from fRoD's play style and get into his mindset and mental processes we have included the following audio section where fRoD can be heard talking on a number of varied topics relating to high level competition in Counter-Strike.



1) In a big match (i.e. an upper bracket match or a final) down a number of rounds against a top team. That can be anything from 1 to 2 to 3 to 5 to 10 rounds down.



Pacing a team who has either beaten fRoD's team in the past or they always have his number in terms of his individual performance.



3) Facing a team with a player who is having a huge game, putting up big numbers.



4) Facing a team with one superstar player, perhaps top 5 or top 10 in the world (i.e. cogu on mibr)



5) In games which are back and forth and when fRoD's team wins a round the other team then wins a round etc.



6) In the midst of a crazy highlight type round.



7) Facing ex-team-mates or ex-teams.



8) Facing teams or players who are rivals of fRoD's or who he dislikes perhaps due to them having talked trash.



9) In a big round where fRoD has only just gotten the funds to buy an AWP and if he loses it he will have to eco.



10) When fRoD is playing very well but his team is playing under-par.



11) Losing to a lesser team who should not on paper beat fRoD's team.



12) Location of an event's effect on mindset or approach. (I.e. exotic locations like China or Russia)



13) Coping with playing at his first major LAN tournaments domestically and abroad.



14) Thoughts after winning an event, articulating his feelings.



15) What to do in situations or periods where the player gets down or discouraged.



16) How fRoD approaches being in an individual playing slump.



17) fRoD as a team-mate, competitor and individual player. Overview of his approach to the game.

# ROFROD COMPETITIVE BIOGRAPHY

When I was about 6 or 7 years old, my parents knew that I had a competitive nature by trying to play any type of video game, or any small competition with my older brother (by 18 months) Also, my dad played a lot of sports when he was young, ranging from baseball all the way to racquetball, my dad simply liked to play all sports and was one of those people who was average in every sport he played, just nothing out of this world. By playing a lot of baseball when I was young, I was able to begin to learn the competitive nature outside of just my family, and how it is important to try and work hard at these sports to see where it can take me. I know this may sound silly, but after playing baseball for a few years in tee-ball (where you hit the ball off of a standing tee) or coach pitch (where the coach lobbed a pitch to you) at such a young age, my dad was able to see that this was something I truly enjoyed, and primarily just competition.

Ever since I was about 10 years old, I always played in the league ahead of my age group because I had a great deal of skill playing any position in baseball, and was developing into a good pitcher. Playing with kids that were a few years older than me definitely scared me at first, but after a few years I got used to it because I knew this was the fastest way for me to learn, and being one step behind in the lower league would not

benefit me. Once I reached about 12 years old, I was able to start growing more and maturing, allowing myself to expand my horizons and begin playing different sports. I was heavily involved in basketball leagues and baseball leagues throughout the year, choosing whichever I felt like playing at the current time. and doing guite well in both. After playing baseball for so many years, I was able to see a different side of the game when I took the enjoyment in pitching in almost every game I played starting from when I was 12 until I was about 15, which I then ended up joining a travelling team that competed against other top teams around the country at tournaments. This meant playing several games in a day, so I was forced to play any position needed until it was my turn to pitch. This enabled me to be a utility player, because I would always work on my technique in catching ground balls or fly balls, because to me working on every aspect of my game would only improve the main aspect I enjoyed the most, pitching.

Being able to control the flow of the game is something that I've always fancied. and when you play baseball being the pitcher is the sole position that controls the way the innings play out. This is also a position where if you work extremely hard and strategize, you are able to dominate a game by yourself. By working extremely hard on my pitching techniques, from standing on one leg to practice balance for 20minutes to throwing 20 curveballs for strikes, I made simple and achievable goals for myself to try and accomplish one by one. This allowed me to try and improve each and every day, and allowed myself to see that hard work pays off in anything that you set your mind to. When I was playing for this travelling team, I was able to learn from a lot of my team-mates in many aspects because of my willingness to learn, and wanting to improve generally as a team. I would always try and work with the other pitchers to try and keep a great sense



of friendship within the team, but also to help each other improve since we were a team. From exchanging tips in certain pitches, to how to pitch against certain batters, any form of information that can be passed along and shared with the team will only benefit you, since success only comes as a whole in a team game.

I was also able to learn a lot from a player who came in to play with us for about two years after I had been on the team for about another two years. Learning from this fellow pitcher allowed me to try and out smart my opponents more and keep focused and collected during tough situations. This pitcher is Gio Gonzalez, who was drafted by the Chicago White Sox to the minor leagues a few years after this when he was still a teenager, and now is a starting pitcher for the Oakland Athletics. It is a great feeling knowing that I was playing alongside someone and learning from someone who continued his passion and now has made it into the major leagues. After my travelling team decided to take some time off, I had began playing CS competitively already, because I had broken my arm a year or two prior to me quitting baseball. I was able to learn that Counter-Strike had a competitive side that allowed me to essentially make money and seem a professional in something I considered to be a sport because of all the competition at the age of 16.

A lot of these traits in pitching when it comes to mentality and approach, are the same when I began playing counter-strike and wanting to use the AWP. This is why I made the change from wanting to be just the ordinary pub player or standard player for any team, but I wanted to take a leadership role within the game, and I felt sniping fit the best role. Allowing myself to take a position that essentially to me resembled what my passion previously was for, was easy for me to make the change and apply many techniques which I had used for baseball. Knowing if I put my time into this game as I did for baseball would allow me to excel in this game, especially with the fact I was able to practice for CS at any time in the day with as many people as I wanted to. This was a restraint for baseball, which we only practiced about 3-4 days a week for a few hours, because we all had school and our parents were busy with work in the morning or running a household. By playing CS, I felt this would allow a lot more convenience with my parents and family, as well as provide myself a safe haven to play something that I felt was a competitive sport and allowed me to make money and travel the world. These are all similar traits that are seen in professional baseball or basketball leagues, which was something I wanted to try and make it into. This obviously wasn't something my parents liked, but by proving to them that I wasn't playing this game just for fun, I really wanted to make goals within the game and accomplish them.



My parents gave me a really hard time with all this until they not only realized that thousands of dollars can be won at these events, but that I had the skill and dedication to make those dollars. To me, making any sort of money in gaming was simply just something to come back home and rub in my parents face. This doesn't mean I was throwing money away or being disrespectful, it was just a form of proof to show my parents that I have the ability to win and turn this into a career. Allowing my parents to see the light in Counter-Strike was an amazing experience, because it felt as if I was doing something wrong by playing, although it was a great form of keeping me out of trouble and home with my family. Knowing that they now religiously check up on my team's website, and brag about me to all their friends and co-workers makes me extremely happy and only that much more motivated to continue to make this dream into a reality for me as well as my family. I know they love me a lot, and just want the best for me. By showing and proving to them that wanting to be successful and a pioneer in something so new and genuinely amazing in Esports is something that I have wanted to do since day one.

# HO FROD WORKBOOK EXAMPLES

The following are hypothetical in-game scenarios in the style of a textbook from which fRoD explains what his thought process and course of action would be were he placed in that scenario. It may be useful for players to think what they themselves would do before reading fRoD's answer, and then see how their answers differ positively or negatively from his. All of these scenarios involve fRoD or the player AWPing.

1) As CT inside on de\_train, your team-mates outside have died. There are 3 Ts still alive and they are either planting or have planted the bomb. You and your team-mate inside are alive with full health.

#### fRoD:

"What I would do is first breakdown the information given by my team-mates throughout the round, to see if the opponent has chosen to take somewhat of a defensive approach by staying near the open area of the outside bombsite and the tower, or playing aggressive which means they can be hiding near the alley or back of the bomb train. It is important that you go CT spawn ramp because once the bomb is planted, you must take angles in which range is in your favour, especially when the numbers aren't. Taking this position and following your team-mate will allow you to cover him from all the long distance locations such as the ladder room or the electrical box, while he can check under the bomb train and possibly begin a

fake defuse. Allowing for a quick fake defuse will allow you to potentially draw out the enemies as the bomb timer gives you time to make moves on the enemies, and fake defusing is something that benefits you in any situation. This forces the enemy to peek, and if you are waiting in any location, this can provide for an easier frag opportunity."

2) As CT on de\_nuke, you're at ramp and the Ts have rushed the upper bombsite killing 2 of your team-mates there. Your remaining team-mates are in ramp and outside. Only 1 T was killed during their rush and the remaining Ts are planting/have planted the bomb. Your dead team-mates MAY have damaged some of the Ts who exited the yellow hut.

#### fRoD:

"During the beginning of the rush, I would feel it is important to try and possibly fire some bullets into the wall on the opposite side of the hut that can potentially get you a kill. The importance of this comes from the fact that you need to try and get some picks, as well as your team-mates, to try and make your retake more effective. Going into bombsites when you are at a disadvantage must be attempted with a sense of defensiveness, because this will allow you to draw out over-aggressive opponents, especially when certain bombsites don't have many safe hiding spots."

As T on de\_inferno your team has 1 player holding 2nd mid/middle and the other 4 pushed up the banana in an attempt to execute a rush on bombsite B. After flashing and smoking 3 of your teammates have died simply attempting to get into the site/up to the stairs while only 1 of the CTs has died. You are at the archway/ neck of the banana. There is 1 minute left on the clock. One of the CTs inside bombsite B has likely lost health also.



#### fRoD:

"In this situation, it is important to immediately consult your team-mate that is on the other side of the map and form a plan to get near each other. Even if you let the other team know you are going to be together, this is where your teamwork with your team-mate helps because with a teammate you are able to execute a better plan. By knowing that you have a lot of time on the clock, and you got a pick in B, I would try and wait about 20 seconds to allow the other team to try realize they might not be hitting the B bombsite. After the time has passed, I feel it is important to try and take the bombsite with a sense of stealth. because you want to try and get a guick kill before the enemy is able to request backup. This will allow you to get into the bombsite, plant the bomb, and potentially set up before they are able to begin their re-take strategy."

4) As CT on de\_dust2 playing against a very aggressive T team who utilize coordinated rushes to hit a bombsite with numbers. You've gotten a pick at either Long A or mid. Your team-mate who was playing pushed up at Long A has died. It is now a 4v4 with 2 CTs watching each bombsite.

There is 1:10 left on the round timer.

#### fRoD:

"With so much time left on the clock, it can be safe to assume the other team most likely will not try and cross long A into the bombsite because they are aware you have gotten a kill in the area that they potentially want to cross. From this fact, it can be safe to assume the other team can potentially come back from long A and try to go up catwalk, and execute a slower split into the bombsite. By this, I would try and continue to get picks in the middle area of the map, and have your team-mates try to rotate to execute a plan and cut off a lot of angles the enemy can go. By having a team-mate push into B tunnels from B, this will allow you to shoot in middle, and go support A as quickly as possible, because the enemy can't go B without your team-mate dying or saying so."

As T on de\_inferno playing a very aggressive team who have won a number of rounds as CT. This team likes to push areas once they get a kill or sense any weakness. 2 of your team-mates have died due to the enemy using smokes at mid and pushing up together from areas like mid to 2nd mid, apartments or out of the window room to ambush them. You are covering mid/banana and there is 1:45 on a timer.

#### fRoD:

"I think it is important to get into the tower, as well as try to throw a grenade or flash bang up the middle into the CT side of middle as quickly as possible. This can buy you some time for your team-mates, and potentially injure or flash your opponent. Also, by being in a great position like the tower, it allows you to see over the smoke grenades in middle, which enemies won't expect, since the smoke is mainly for their cover and their focus is under window room. By trying to get kills in a safe position with so much time on the clock, it can allow the numbers advantage to either even out or shift into your favour. This will also prove effective because the potential kills you get will allow you an easier entry into the A bombsite, since most of the common pushes come from the middle area and the B bombsite is far, which means the opponent will be late in rotating."



6) As T on de\_nuke in a 1v2, the CTs are likely 1 in upper and one around the ramp/ CT ladder area. The bomb is on the floor at the entrance to upper. You have at least 80 health and there is 1:00 on the timer.

#### fRoD:

"Having 1 minute left when in a 1v2 is a great feeling, because I am able to take my time and force the opponent to potentially peek me. By me knowing the bomb is in a vulnerable location, I can safely assume the enemy is either looking over the bomb to kill me once I get it, or hiding near to try and get me entering or leaving the bomb down location. I would try to get the bomb as guickly as I can, while cutting off angles slowly, because you want to force the other players to be uncomfortable, and potentially peek you. This can allow you to try and get an easy kill, and easier entry into the bombsite. But, I would also try and see if there are any rifles lying around, because you can do two things: 1) fake the noise that is made when the bomb is picked up, but you just grabbed a rifle 2) allow you to get a more effective gun when left at a height disadvantage, when players can potentially be hiding above you or to many angles. This allows for a better chance at winning the round, as well as forcing the enemy to make moves they don't have to."

7) As T on de\_train, your team were doing a split with 3 at alley dying. You are in the ladder room below whitewalls and your team-mate is at T mid. There is 1:20 on the timer and you have full health. The bomb is on the floor at the alley.

#### fRoD:

"I would try and look down the outside bomb train, either next to the ladder train or by getting on top of the train. This allows me to try and even out the numbers situation, and get players who can potentially be rotating from CT spawn ramp and may not be expecting an AWPer to be holding this angle. This can allow for easy kills, and with so much time on the clock, there is no need to go immediately after the bomb, because this can prove to be a worse decision. Forcing the players that are covering the bomb to split up and move is something you want to try and do especially when at the disadvantage. Trying to get on top of the train or even in the back parts by the electrical box will allow you great long ranged fights, and if you can pick off their snipers, you can safely assume the remaining players are either inside or at the alley. By eliminating hiding positions, this can intensify the effect of grenades and flash bangs that you and your team-mate may have left, because the location can be so confined. Retrieving the bomb slowly is important, and must be done after a few picks have been made."

# IRIO FROD EVENT MEMORIES

#### CPL Winter event 2004

CPL Winter 2004 was huge for compLexity for many reasons. We were a fresh new team that had a lot to prove and a lot of pressure on us. But, the main thing that we had was great teamwork and dedication. We simply talked as much as we could as a team and thought as much as we could about anything in the game. We knew that we had to be extremely focused because the field of teams that we were up against was only getting better and better by the years. Each and every one of us had some sort of top 10-20 experience before this, so we all knew what it would take to make it to those stages of the tournament and with all the mistakes being thought of and learned about that made us drop out of these events as soon they were made. This enabled us to learn individually but as well as a team to improve and not make these mistakes, and simply try and outlast the opponent because we knew these events were going to be long and draining grinds. By putting ourselves through all the practicing online and boot camps, we were able to get the experience of being put in situations where we have to play a lot of CS in a day, or several days. This is very important because some of these events are extremely draining, and getting that experience up is essential in any team.

Our biggest test this event was against mousesports which came in the second round. We were not a high seed so we knew that our road was not going to be easy whatsoever. During this game, I was able to play extremely well and pull a lot of crazy shots. This was not only a confidence booster for me and my team, but also a huge confidence drainer for the other team. Knowing that they have to fight as hard as they can for every single round, even one against five, must be taken seriously because we are trying our absolute hardest. After a huge overtime battle, we were able to pull away with the win and begin running over some other teams with this confidence. I was able to bring this confidence and shooting to the very next game, which was against 4Kings. I have had some previous experience against them so I knew I was potentially already in their heads somewhat. By having some great early rounds to set the tone, and nice wall shots, I was able to drain a lot of confidence from their team. Most importantly, I was giving myself and my team confidence throughout the entire tournament. I was able to see my teammates do some crazy things in other matches that helped us a lot.

The next game against Dsky on de\_nuke was another extremely challenging match, since we knew this was our weakest map. But, with a lot of the confidence we were able to get we simply just ran them over. I had several good rifling rounds that were able to handicap the enemy, but my team-mates simply played great throughout. I feel that this type of confidence is contagious and will stick with you and your team for long periods of time. We knew eventually this would run out, but we certainly fought our hardest to not let this confidence be affected. Even losing two games in a row to NoA and GamerCo was hard to swallow, but we definitely fought as hard as we could. We kept as positive and confident as possible, and even managed to win our 5th place decider match against The-Titans by a large margin. Even though we were out of the tournament, we took every single match as hard as we possibly could, even place decider matches.



#### ESWC 2005

ESWC 2005 was a huge transition for me and my team, because we fell short throughout many events but were finally able to overcome the obstacles and bring a title home. My favourite thing about this whole event is we played the best teams throughout and had the most challenging road, and came out on top despite all the odds being stacked against us, especially in the second round being put in the infamous Group of Death. This group consisted of mousesports, NiP and x6tence. We were able to come out of this group 3-0 and have some convincing wins throughout. This set us up well because the group play favoured our game style. We knew that we were allowed to make mistakes, but they wouldn't be as costly as in some events where two losses are all it takes to eliminate you. In ESWC 2005, we only lost one game, but the potential and availability to lose more and continue on was there. We simply learned a lot especially from our mistakes made in the first group, where we destroyed every team except the one loss we had the entire event to Clan-IT, a top team from Denmark but relatively unknown to us. We knew not to underestimate anyone and know that we couldn't afford to make many more mistakes or our chances at winning will be gone.

With this huge jump start out of the Group of Death, we were faced up against the best team in France at the time. GoodGame. We knew that this was a team that had potential to put a hurting on us, especially with all the fans cheering for them and against us, loudly. In this game, we lost the pistol round and decided to do a risky deagle armour buy in the second round. We knew that if we stuck together, and tried to execute some nice shots with the deagles against some mp5s and colts with no armour, we can secure a great win and momentum shift for our team. We were able to walk in B, and after a few great kills from our team, we were able to secure the round and pretty much the entire match. We simply went off running and put a huge margin on the T side of de inferno, and finished off the game 16-6. After this match we were up against Lunatic-Hai, which we had only played one time before and had gotten dominated by them. We knew that we were in not only an uphill battle in game as far as skill, but as far as overcoming our mental fear from losing to them badly at a prior event. With some great teamwork and smart play, we were able to secure a handful of rounds on the T side which was enough for us on our great defensive play. Once we were able to get on defense, I knew that we were able to shut down their inside rushes by my AWP and sunman's deadly lurking play. I was able to get several players coming inside from the upper entrance as well as the lower entrance, and by causing so much havoc in both locations alone, I was able to pose such a huge distraction that Justin was able to get free kills on enemies not even expecting him to be there. This is great to do because you are able to not only get several kills and drain their confidence, but set up your team-mate to get more kills and be twice as effective as he could be alone. Maximizing your life, as well as your team-mate's, is extremely important in any situation, especially in this inside setup we ran against Lunatic-Hai.



After this game we had to play the finals match against SK.dk, some of whom we had previously beaten at CPL winter 2004 as The-Titans, but on mill. This game was on de dust2, where any AWP battle that can ensue between me and any member on SK.dk would be extremely hyped, primarily against zonic and Drally. I tried to ignore every time I heard or was asked by a reporter this question, because I knew that I had to try and focus on my game and most importantly my team's game plan. I continued to keep my focus on executing my job in each strategy, and most importantly trying to hit every shot I possibly could. By giving my team these openings to bombsites and areas, we were able to get into bombsites easier since we started as T first. This gave us a huge head start, as well as confidence boost with the half finishing 13-2 in our favour. We knew that we had to play a very strong defense, and not give up many rounds at all. We wanted to win every single round and did not want to allow them any sort of breathing room. We knew this team was capable of a comeback since they had just compiled one against mousesports and they were playing great enough to make it to the finals. With us taking the pistol round, we knew that we had to continue to play smart and not give up any rounds. We ended up losing 4 in a row because they bought guns in the 3rd round and turned the low money situation over to us. This forced us to save a

round so we could buy the round after and try to implement a good setup and possibly try to get early pick offs or pushes.

After losing a few more rounds, we were able to get a feel for what type of offense they were running, which was slow paced at the beginning and attacking any bombsite or location(s) where smoke grenades or flash bangs are being thrown. By catching on to their style, and us adjusting to play a more centralizing setup in middle, we were able to shut down their middle to B split and take home the championship, but most importantly the knowledge and confidence knowing that we are champions, that we have and know what it takes to become one. Realizing that all the hard work and effort had finally paid off was great, but we also knew that if we just stuck to our form of playing and dedication, these types of results can always follow. This is why it is important for you to always be trying your hardest and giving it your all because you want to learn from your mistakes so you can win the big matches and big events.

GGL Transatlantic showdown 2006

GGL Transatlantic and WEG Masters were definitely a big success in part thanks to a boot camp coL hosted with NiP in Sweden for two weeks where we would play all day long and come up with good strats. We were able to play a lot versus NiP on LAN as well as against top European teams online with NiP's help. This definitely helped us get used to the European style of play which prepared us for a lot of events coming up. At GGL, we were faced up against mousesports in the first round, since we had to face one of the Europeans while 3D faced the other. This match definitely started off on a great note since we were able to take de\_inferno (first map of the best of three) down, which we had



just done that winter against them at CPL. This gave us a lot of confidence going into two maps where we have previously lost against mouz, de cbble and de dust2. De dust2 actually happened to be a blowout by them against us at CPL Barcelona, where we lost the finals 16-2. We were able to push the de cbble match into overtime and simply lost in the last several rounds. After knowing that we were tied one map to one going into the final game, on de dust2, we knew we had a lot of work on our hands. This map was always a problem for us, and one we knew we had to fix because this was the most common championship map. With a lot of aggressiveness, and confidence overall, we were able to return the favour and win 16-2. This helped boost our confidence a lot because we are a team that practiced extremely hard and went after fixing our mistakes as often as possible. All the things that I talk about in the guide that are individually focused can be twisted and made into benefitting the team, such as the whole improvement concept and staying positive together. Learning from your mistakes and applying those fixes will allow you and your team the confidence that you need going into challenging matches, especially ones where you are heavily favoured to lose.

After this matchup against mouz we were able to take down 3D in the finals. We were extremely confident going into this match because we knew we had been in 3D's head for a long time now. After having a big breakout as a team throughout 2004 and 2005, by this time in 2006 we were a big force. The little thing I like to call fear factor that 3D had imposed on many teams, simply by their name, had never affected me or my team. This was huge because by us showing that we weren't scared, and in some cases overly confident, we drained a lot of their confidence to our side. This is another thing I stress throughout the guide individually, which can be done as a team. This fear factor had now been turned over in a great fashion, we were not only striking fear into many teams, but most importantly 3D. We simply had them on their heels every game because they not only never knew what to expect, but all their efforts came around trying to trick us and anti-strat us. With our hard headed approach of never allowing any team to dictate our game plan or flow of the round, we were able to overcome all the obstacles and the anti-stratting because of this. This all gave us a huge advantage going into this final, and we were able to jump on them early and take the title. This felt great because we were practicing as hard as we could and boot camping, while we knew 3D and possibly other teams weren't trying as hard. I, and I recommend you also, try and find any way to out work your opponent because having the upper hand and being more prepared will always give you the advantage and it can always be implemented because all this is measured by your passion and love for the game.



#### WEG Masters 2006

Throughout WEG masters, we were able to live in China for over a month, practicing every day versus the teams at the event and watching demos. This is a tournament where you are given several days in between matches, but you already know who you play and on what map. In most tournaments, you will know this information but with only a few hours at most in between these games. Sometimes this isn't enough to prepare for your game, which is why you must always be as prepared as possible. But, for events such as this, you are able to take full advantage of this fact because you simply have the time to do so, and you have nothing better to do than try your absolute hardest to win that match, because you won't even play for a few days later. This will allow you to shift your total focus to one game at a time, rather than several matches in a day. When I was playing against these teams in the practice room, I knew they weren't going to implement their strategies they would use in matches, unless they were preparing for a very important match. Knowing this is a key, because you don't want to put too much thinking into exactly what they are doing in these scrims. But, what I did pick up on and I recommend you pick up on, is simply the flow of their team on both sides of the coin, as well as how each player plays. It is important to try

to find out how certain players react to certain situations because you want to allow them to have some success and give them some failure, because at the end of the day this is more food for thought. And, with me being the person I am, this was the perfect material for me to be thinking about non stop because learning how my opponents individually played was important to me in this type of tournament format.

As a team, we went over a lot of demos to come up with a handful of strategies we felt like we could use against certain teams. We also adjusted many strategies to counter how teams played during big matches and even sometimes in the scrims we played. We had the understanding though, that we couldn't focus on this all too much because at the end of the day we know our opponent is possibly doing the same and thinking the same way. Which is why I stress, and we did as a team, that you focus on yourself and your team because I feel the mistakes and successes are brought out by the effort or lack thereof. All this enabled us to get second in the event, which was long and extremely challenging. I know that we didn't make many mistakes throughout the tournament because we only lost a handful of maps, mainly coming from the final match.

#### WSVG ISC 2006

ISC was a memorable event because we had been flying around so much and just ended up getting 5th-8th at ESWC while defending our title. This didn't sit well with us and we wanted to try and get that redemption, which is why we practiced hard those days we had off as well as leading to the event. In this tournament, we not only defeated a lot of great teams, but coming from the lower bracket to win a major tournament was amazing. Never giving up and trying our



hardest, as well as taking one match at a time, allowed us to stay focused and not get ahead of ourselves especially in situations where we only needed to lose one more time and we are eliminated. Staying together as a team and never giving up didn't allow us to get down in any situations, and even if we did, we had the confidence and motivation to not let anything get to us and stay positive. This is a key to any team, and our team to come out on top especially in tough tournaments.



# TROOFROOD TEAMS PLAYED FOR

# ■ UNITED 5 (U5)

Line-up:

2003-2004 fRoD / Hare / moses / tr1p / slick

In United 5, we were able to form one of the most original mindsets, and changed the way a lot of teams look at the game in general. This is along with coL, but throughout my experience in United 5 these proved to be the most successful aspects of a team game, learning and focusing on strategies. Skill is something that will always be there, because as a player with a lot of heart and dedication, you are going to be practicing a lot and trying to improve as much as you can daily. With that being said, as well as done, you are able to focus more as a team on the other aspects of the game which are strategies and chemistry. By implementing a lot of strategies with precisely timed flash bangs and smoke grenades, we were able to follow a set strategy and accomplish our goal every round. A lot of teams in this era had simple strategies, where they liked to work areas and use excellent teamwork to overtake or defend bombsites.

With United5, we took it to the next level by having that great teamwork as well as timed and intricate strategies that threw the team off guard and were able to pull off a lot of different types of strategies. From simple bombsite takes, to timed fakes in certain bombsites, throwing the enemy off guard and using teamwork was our main objective and allowed us to accomplish many goals. We were a team that also focused a lot on fixing general problems that we had within the game outside of the game, by taking a lot of time to simply just talk about situations and how to generate a better outcome. This team was able to generate a lot of threat simply by being in the server. This had nothing to do with who we were as a team nor the players we were, but the unpredictability of how we would play our game and the fact we were going to be attacking as a unit, going after each and every single round.



Line-ups:

2004-2005 fRoD / tr1p / warden / storm / Bullseye 2005-2006 fRoD / tr1p / warden / storm / sunman 2005 fRoD / tr1p / warden / storm / exodus 2007-2008 fRoD / warden / storm / Rambo / zet 2008 fRoD / warden / storm / Rambo / Hanes



When I first joined coL, we implemented the style that I mentioned with United5, a primary focus on strategy and team play. We knew that we all had a great deal of experience and skill, but without function as a whole we wouldn't be able to accomplish anything as a team. This was our ultimate goal, and with the experience and success me and Corey "tr1p" Dodd had in United5, we knew this style would be essential to bring into coL. With this in our mind, Corey began to call strategies and we brought over a lot of strategies and setups that we used in United5, simply because they were so thought out and well planned and timed. This enabled us to have a great foundation, and gave us early success as a team even though we weren't completely in sync yet. As a team, we would go in a server and do quite a lot of dry-runs, which is when you play out the strategy with the proper usage of smoke grenades and flash bangs in an empty server. This allows you and your team to get the essential timing down when entering bombsites and can prevent team flashing. This is very important because as someone turning a corner to attack a bombsite, you want to enter right as the flash bang is going off to get as much time in your favour while the opponent is blind. If you get flashed by your team, you aren't going to be able to complete the strategy and frag opportunities will be taken away.

For us, we weren't attending tournaments to fine tune our skill, we were there to execute our hard thought out strategies, and focus on improving and adjusting them after each tournament. This allowed us to learn from our mistakes as a whole, since we executed as one. This meant that as a team, we were to blame when we lost, because we simply didn't execute on certain aspects of our strategies. This made losing a lot easier to digest, because it was handled in the manner of the whole team, and fixed with the whole team. Immediately after each tournament, we would review all our demos and focus on fixing or adjusting any part of our strategies or coming up with new ones altogether for the next event. This allowed us to keep a fresh arsenal of strategies available to us, but also the commitment as a team to improve. Functioning as a team is one of the most important aspects to gain, and with compLexity, we simply mastered this aspect. I feel without mastering this aspect, we wouldn't have become the type of champions that we became. To me, a lot of teams worry too much about their individual skill, which is fine, but that is to be taken on your own time, before or after practice. When our team was practicing, it was a general focus on improving the strategies and team play as a whole. This wasn't the best way to get our skill level up, since it was looked down on in our team to re-peek and be overly aggressive sometimes, which prevented the opportunity of practicing fire fights. But, this didn't stop me from playing a lot of 10mans either before or after practice with other top players in the community. This allowed me to get the adequate practice to work on my situationals, which allowed me to focus a lot more on the team when it came practice time. I know me taking the time out to work on my game outside of practice helped the team overall because I was able to work on situationals that my team somewhat condoned, but when put in these taught situations I already had the experience.



When we first decided to make changes in our time, adding zet and Rambo for tr1p and sunman, we knew that we were going to be in for a great deal of work. These guys are extremely talented, but when a team like coL has such a unique play style and form of functioning, it can be difficult at times for players who are recruited onto our team to get used to. After introducing them to our play style, and how our strategies form, we were able to get a lot of work done, especially in that category which is needed the most. This roster was completely stacked when it came to just raw skill, but we needed the organization and teamwork the old compLexity had in order to be successful as a team. We were able to see all sorts of success, without losing a single tournament we entered in over a year. This was the most dominant team I have ever been on, and simply came from the hard work and dedication we put into the strategies and team play. Being able to live in a house together was also a great advantage, as we all decided it was best for us to move into a house together to get further practice. This allowed us to build great out of game chemistry, which only followed in game. Being able to gather that form of friendship with your team-mates is amazing, and an experience I will remember forever as one of the best in my life. Also, being able to show and implement this extreme style of play in our new line-up was a great proving point to the core players in this team (me, Matt, Tyler) that we are able to take this form of thinking and play style anywhere, and it has proven to be the most successful. As an individual player, you definitely need to work on your game and try to get as good as you possibly can. But, it is important that you must keep your team at the center of your focus, because without them and being on the same page as them, you will never be able to accomplish anything remarkable. Putting in all the time and effort certainly was something that kept proving its worth to me, because the results followed. But, regardless of the results (and this is the key), is trying to figure out how to always get better and return immediately to that strict practice routine. For the first two or three years I was in this team, I had about two to three months worth of vacation days combined. Ever since we had those roster changes, and also replaced zet with Hanes, I have only had about two to three weeks off at most combined in the last year and a half or so. This hasn't affected my game except getting better, because I constantly put in the time and effort to make sure I stay consistent. We also stay extremely consistent as a team because we play all year long, and we don't take breaks longer than a week at a time. Playing together and working at achieving all our goals is the main focus on each of our minds, and something that we want to do together. Being able to share this team unity and these goals allow us to work as hard as we want and never stop.

By having this demanding play style and work ethic it was extremely hard for us to find a replacement for Marcus since he shared all these traits with us. By recruiting Corey Hanes, we were well aware of his capabilities in game, but also his extreme passion and dedication for the game. This was great for us to know because he was going to be a perfect fit and didn't need any form of explanation, other than teaching him how we function as a team in-game. Knowing that we have an extremely talented and stacked roster is great to know because now we are able to compete in both Source and 1.6. With all the time and dedication



we put into this game, we are able to achieve the smallest goals. From getting our first 1.6 win in over 2 years because we were playing Source, to simply making it into the CEVO 1.6 playoffs, we were able to achieve these goals and work hard because of this drive. It is important, and I continue to stress, that no matter what line-up you have or want on your team, it is important that each and every individual on the team shares in the passion and dedication and drive to succeed in this game. This mix will allow everyone to become better friends, and form a lot of extra ideas within the game because of the ability to simply love coming to work everyday. This allows for an overall success that can be enjoyed as a team, because in this game, there are no ways to win individually and everything is done as a team.



# TAO FROD PLAYERS PLAYED WITH



#### Corey "tr1p" Dodd (u5/coL)

Very strict leader that made sure all of his players were in line with the strategies, and lead an extremely great role in-game by leading many rushes and opening bomb sites with his excellent rifling skills and communication. Corey has always been a solid player and one of my favourite team-mates as I've played with him for over four years throughout my career in United 5 and compLexity. He had a great knack for knowing when it was time to change strategies, and would implement these changes during the match to better our chances at success.

#### Justin "sunman" Summy (coL)

Justin has always been a silent killer when I have played with him. Normally when I played bombsites with him, it was best that I went over aggressive to compensate his superior hiding abilities. For example on de train, I knew he was always going to get at least two kills (along with the bomber to delay more time for our team-mates to rotate) with the over-aggressiveness of my AWP from long range. He was a huge part of our success in the mid stages of compLexity and complimented our team extremely well with a lot of teamwork and solid rifling abilities.



Matt has always been one of the most devastating riflers, as well as entry fraggers in the game. He is one of the only players that I know in this game that sees the game the way I do, and applies the appropriate amount of pressure on enemies without giving up too much. Matt is someone that I will always want by my side in any team not only because of his solid play, but he is an extremely passionate and caring person in and out of the game. He always has great speeches lined up for the team that get us really motivated and is an extremely valuable asset to any team.

# Tyler "storm" Wood (coL)

Tyler is hands down one of the best riflers, and most meticulous players I have ever seen. The reason I go at lengths to say this is not only because of his great rifling techniques, but simply the fact that his techniques will never change despite being in any advantage or disadvantage. Being able to implement your game plan no matter the outcome of any round can be extremely important to any player, and something I stress a lot. Tyler is also very passive, but extremely cautious. He makes sure every single angle is covered, and I feel the safest knowing that he is around covering every angle some of us either can't cover or forget to cover. His play style is unique, and extremely useful to any team, and a deadly weapon that I would never want to play against.



### Corey "Hanes" (coL)

From simply seeing Corey play throughout his whole career, it is obvious to say he has the best movement and character control out of any player in the world. He has made countless innovative moves and bunny hops that will forever be remembered, and used throughout the course of CS' existence. Along with this great movement and character control, Corey has great rifling abilities but also possesses something every player needs: heart. From day one, it was apparent that Corey is never going to give up, and would be a perfect addition to our team with the way we care about this game. Having these assets in a player is invaluable and something every team should desire in a team-mate.

### Derek "exodus" Heidinger (coL)

Throughout Derek's short appearance in coL, it was clear to me he was going to be a great fit as a great rifler, but also as a great team-mate. Derek's communication and vocalness at LANs is something that is great to have in any team, and gets your blood flowing during extremely intense matches. Seeing how much passion and effort Derek put into his craft was shown by his ways of expressing his emotions and pumping up our team. He was a great player to have as a team-mate and certainly wish he would have been on the team longer.

## 🌌 Ronald "Rambo" Kim (coL)

Ron is one of the greater thinkers in the game. Throughout every situation or scenario he is put in, you know that he is thinking about many things and forming a plan to try and give himself the best outcome. Using his surroundings wisely, mixed with great rifling abilities, he is able to trick many opponents and catch a lot of players unaware of what is going on. This passive ability and great rifling skills are valuable to any team, especially mixed in with the ability to call strategies and lead a team.

### Marcus "zet" Sundstrom (coL)

Marcus is one of the best riflers I have ever seen, but he is also one of the most overly aggressive players I have ever seen. I like to apply a lot of pressure, but knowing that I have to retreat or take better angles because I normally AWP is something I need to be aware of. With Marcus, he is able to simply overpower anyone or any team single handedly by using his amazing rifling abilities, but also his over aggressive play style. Mixed in with one of the best sprays in the world, he is also able to mow down many opponents and dominate a round single handedly. Marcus was an amazing team-mate to have and one that I was very happy to have on my team for a long time. I definitely will miss playing with such an amazing player and person.





#### Jason "moses" O'Toole (u5)

Jason always was someone who believed in creating teamwork and friendship within the game, and used that as a mix to overall have better success. He was also an extremely smart player, one that never gave up his life easily and fought to the very end using his surroundings and his teamwork. It was a great experience playing alongside Jason and his brother because the team was able to get along better because we had that complement to the team, as well as their general friendship and kindness spread throughout the team.

# Michael "Hare" O'Toole (u5)

Michael was the one that gave our team the stability and meticulous strategies to use against teams, and compete with the best. He knew that we had a great amount of skill, but if we focused on our teamwork and strategies, we would be able to excel as a team and a unit which is exactly what you need to do in CS. Forcing a strict practice routine, and sending many strategies that he wrote down to our emails to read as homework, enabled us to form a great mindset and one that I have kept to this day. Keeping on top of the team is just as important as keeping on top of yourself, and growing as a team is essential.

#### Aran "i0nZ" Curbelo

Aran has been one of my great friends for many years, and one that I haven't had the chance to play with on an online team, but I have played with him for many years at local Florida tournaments. He is someone that has a very similar play style to mine, and has studied from the game for many years. By being a student of the game, and attempting to form your own strategies and game style, you are able to create a great identity and a force always to reckon with. By also being so passionate about the game and giving it his all, he is able to let his emotions be shown and this can definitely motivate a team knowing that someone cares equally as much as you do about winning. Aran is in my opinion someone that would make a great fit to any team, and has great sniping abilities as well as rifles.







Desire Discipline Dedication (3D)

I liked playing against all the eras of 3D because they were all individually stacked rosters, but my favourite was the last which consisted of Mikey/shaG. The reason for this is because they were able to field the best five they possibly wanted, and we were able to consistently compete and win against them. This was a huge confidence boost because we were able to maintain the upper hand against them throughout their roster improvements, without having to make any of our own. This allowed us to focus more on our game and know if we continued doing so we would always be more successful than them.

### Rival/GamerCo

Playing against GamerCo was always fun because they were an extremely explosive team, which had a lot of pug strategies, not timed ones. This allowed an element of surprise, and rivaled the style of many Asian teams. This allowed me to try and execute my aggressive play style to try and counter them, as well as try and slow them down for the benefit of my team. With such a skilled roster it was always hard, but I was always up for the challenge.

## Death is Eternal (DiE)

DiE was always a team that we were able to beat a lot, but sometimes either lost or had a lot of difficulty beating them. They just used a lot of mind games and yelling loudly and celebrating as a team, which sometimes threw the quieter players on my team off guard. By playing against such a loud team, I was able to learn the confidence to continue playing my game and even give a few yells back at them to regain that confidence that could have been drained from my team-mates.



zEx

Playing against the zEx that consisted of i0nZ and company always made it extremely difficult for us to advance in tournaments. We always seemed to face them in big situations at a LAN tournament, and for some reason they seemed to get the best of us several times and advance. This was due to the fact iOnZ knew my play style and my teams so well, that he was able to give his teammates a better knowledge of what to expect, or even for himself to expect so he can dominate the round by himself. This is an example of knowing how player tendencies will give you an advantage, and this is one thing that iOnZ definitely did against us.





Jax Money Crew (JMC)

JMC was always a fun team to play against because they had mediocre teamwork, but some extremely talented gunners. We easily ran into problems facing players like zid and da bears, because they are players that can take a round into their own hands. This allows for any team to be dangerous, especially ones that have nothing to lose.



### united5 (u5)

Playing against the united 5 right after I quit and joined coL was extremely fun and revengeful for me. I tried my absolute hardest and made sure to do whatever I could to beat them. From watching demos, to practicing overtime, I was dedicated to beating them and making sure they knew what they were missing out on. This motivated me extremely and allowed myself to gain the mental confidence to play this hard and motivate myself against any team, even if it was my previous one.

## mousesports (mouz)

Playing against mousesports was a great experience because we knew this was a team that was going to show a great deal of strategy, as well as timed pushes especially on defense. A lot of teams from Europe back then played a more defensive game but the Germans, including aTTaX, were able to implement a lot more aggressive and timed play into their play style. This allowed for a lot of confusion because you never knew what exactly to expect in certain rounds. They were also a team that destroyed us in our first grand finals appearance at a LAN, but we were able to return the favour and defeat them by the exact same score and in the same map in a later tournament which was something I wanted to do since we lost badly that time.

## Alternate aTTaX (aTTaX)

aTTaX was similar to mousesports as I mentioned with their extremely talented riflers and their aggressive play. But, the difference between these two teams was the aTTaX roster had a lot of raw skill, which made their over aggressive play a lot more difficult to play against sometimes. For us, we got dominated by their aggressive play in the upper bracket finals at ISC 2006, and once we were able to pick up on these tendencies, we were able to jump on them and defeat them twice from the lower bracket to win the tournament. This was extremely rewarding because we were able to learn how a team plays, and find ways to counter it with only a day before the match. With a lot of over aggressive play on my part, I was able to change the pace of the game a lot which definitely is something you have to do against such a talented and confident team.

### ᠯ Ninjas in Pyjamas (NiP)

NiP was a team that we only had the pleasure of playing on de\_train at tournaments, which we just exchanged results. I felt like our win, which came at ESWC 2005, was much more important because we were placed in the Group of Death alongside x6tence and mousesports. Coming out of this group with a perfect record was amazing, especially overcoming the Swedish powerhouse. A legendary lineup that had HeatoN and walle is always hard to go up against, especially mixed in with great young talent such as zet. Being able play against them, as well as boot camp with them (where we were about even in games as well, maybe giving them a slight advantage) was a great learning experience.



#### **=** fnatic

fnatic was one of the few teams we didn't have much success against because they simply had such a great style of playing, and were extremely cautious about every move they made. On top of having great communication and teamwork, this was extremely difficult for us to go up against because we had to play flawless CS to win. This meant by executing our strategies, talking as much and as loudly as we could to pass along information and not to play too aggressive because we wanted to be smart about how we attacked them and how we defended them, and being sloppy would only hurt us. This helped us stay on top of our game when facing a lot of European teams, which also had similar play styles just maybe not as skilled of a roster.

#### Lunatic-Hai

Lunatic-Hai is exactly that, lunatic. They had extremely deadly aim, mixed with five players that are extremely aggressive and in your face players. This was extremely hard for me to play against, since I was used to playing against several players at most that played like this at a time, not the whole team. By playing against them and losing really badly the first time, it allowed me to realize how their game style is and how we need to adjust and adapt to that. By doing this, we were able

to finally beat the Koreans at ESWC 2005 in the semi-final, which advanced us to the Grand Final. This was a huge confidence booster going into the finals because we knew that we had eliminated one of the most difficult remaining teams from the tournament, and only had to focus on one last match.



4Kings was a team that I knew were extremely passive, and that my play style could simply prove to be too much for them to handle sometimes. I have played against this team many times, and each time it seemed like they didn't change their approach in the rounds. By me knowing that they are somewhat predictable, and defensive, my over aggressiveness would prove to work wonders because of me being able to exploit their weaknesses and set an intimidation factor in game. This allowed me to be in their heads quite a lot, which forced them to have a lot less confidence when attacking me or my bombsite. This was a huge advantage which I felt throughout every game I played against them.



I felt like NoA was the one European team that was similar to us in the types of players we had on our team. By this I meant having a dedicated sniper in hpx, but also one of their four riflers was a famous and legendary strat caller in XeqtR. Going up against these guys was always a difficult task because our styles were so similar that we often had to make sure we refreshed our minds about this concept before the game, and go into the match against them trying to do what we felt would defeat us, rather than what we felt would defeat them. Going into a game with this strategy can be very risky, but also very rewarding if you feel the other team plays similar to your team.



#### Schroet Kommado.Denmark (SK.dk)

The only time we played against SK.dk was during the ESWC Grand finals, where we were able to defeat them and win the tournament. This game was extremely important to us, because we wanted to win our first major event extremely badly. The twist that also made this difficult for us was that SK.dk had a newly formed roster, and we weren't able to locate any demos to try and educate ourselves on how they played. This didn't affect us that much, because we in turn went on to focus more on creating new strategies and executing them. Also, it was important that I kept going after any snipers they would have to try and clear any locations for my team. This was extremely difficult to do because they had several good snipers and we didn't know exactly where they would be.

## Made in Brazil (mibr)

Similar to the Asian teams, mibr had extremely aggressive rifler players, but the main difference they had was they had a sniper, and a great one in cogu. During our few matches, it was difficult for us to try and overpower their team because of their great rifling abilities as well as smart sniping play by cogu. Having this deadly mix of skill and sniping was definitely something they had similar to coL, it just seemed as

if they made sure their other riflers were hyper aggressive while their sniper provided a lot of cover. This is definitely a team to always try and apply some sort of pressure to, because allowing them to roam around freely will only hurt you against their style of play.



# 10 FROD RIFLERS PLAYED AGAINST

## Matt "Stevenson" (EG)

Stevenson is a passive player who will always use his surroundings to benefit him and give him any advantage. Just because he is a passive player doesn't mean he isn't going to run out to kill you, because he has a great sense of knowing when he is going to have an advantage, even when being aggressive. This gives him the ability to try and trick many opponents, and also allow them to fall into his traps because of the way his play style is presented. With his great rifling and AWPing abilities, it is always difficult to try and predict where he will be playing and how he will be playing, but one thing is certain, using all your grenades is essential against him.

## Corey "Hanes" (Rival/GamerCo/u5/JMC)

Corey was always someone who I had to watch out for because of his superior movement abilities and his great aim. Trying to corner him was near impossible alone, so bringing backup or requesting it was always something I had in mind. Knowing where such a key player is attacking, you know some team-mates will be following. Corey wasn't an in-game leader, but his fragging abilities gave him such importance in the team's strategy flow, and used amazing rifling techniques to kill many enemies, and that movement I speak of to be extremely elusive.

## Jonny "Ph33R" Schwan (Rival/GamerCo/JMC/Pandemic)

Ph33R was a player who had great spraying abilities, and one that brought the running spray into the competitive scene. A lot of players back in the day always became stationary, or used slight movements when they were shooting, especially when spraying. He instead used this movement, and running away to his advantage especially when spraying. This allowed him to get many bullets off, but also not die to allow the round to continue with him included in it. This allowed for many kills as players normally have trouble spraying down players who are constantly running and moving around.

## Michael "medias" Kim (Rival/GamerCo)

medias is an extremely smart player who made sure his team-mates were always aware of what to do, and what he was going to be doing. By using such great teamwork abilities, he is able to make sure he isn't attacking or defending many locations without a well thought-out plan and team-mates near. Knowing that medias won't be aggressive alone allowed me to try and make pushes in the beginning of the round to try and force him to make a play. Doing this to these types of players allowed me to try and make him make the mistake. Either by peeking too far or calling something wrong to his team-mates, trying to affect him mentally and his team was something we had to do rather than go after killing him.



#### Mikey "method" So (NoA/3D)

Mikey is one of the most passive players outside of the game, but an extremely smart and confrontational player in game. Always looking for any good battle, Mikey will try and set himself up in many positions that will allow him to have the advantage simply by his surroundings. With his great teamwork abilities, he isn't one to trail off, so it is important to know he will try and make holes for his team, but he won't risk himself too much without having backup near. Making sure I used any grenades that I had available to me to delay, or potentially kill him proved to be the most effective, because draining any sort of confidence from him was needed.

#### Ronald "Rambo" Kim (3D)

Rambo is an extremely passive player who doesn't go for many big battles unless he has given himself any sort of advantage. In doing so, I had to make myself aware that applying any sort of pressure on a constant level was a must, because giving this deadly player any room to make decisions will prove costly, especially since he is a strat caller. Applying pressure and trying to take any sort of focus away from his game, could potentially cause his team-mates to be thrown slightly

off guard. But, it is important to know that trying to apply too much pressure will cost you sometimes. Ron will always be waiting for something to happen and be expecting it. In doing this, he is always going to be mentally ready for a fight and is very hard to catch off guard.

## Sal "Volcano" Garozzo (tsg/3D)

Volcano is always a player who you never know what to expect when faced against, because any situation can quickly turn into his favour with any weapon. Even with a Deagle or USP on save rounds, Sal is extremely deadly and one to not give his life easily. Mixed with great teamwork and rifling abilities, it was hard to penetrate areas he was defending due to his smarts and play style, which didn't allow him to be caught alone often. He always had a great understanding of when it was time to turn into an aggressive player, which threw many teams off guard.

## Jordan "n0thing" Gilbert (EG.usa)

n0thing is the type of player that you need to be aware you are going to be going into a fire fight against, and try to bring any sort of level of confidence into this battle. When faced against someone with such a great amount of confidence and great aim, it is difficult to go into a battle either unprepared or with a lack of confidence. Knowing you need to kill this player quickly is important, but something you can't let get to your head because he too is a player that can be pushed into a corner, and can have small amounts of confidence drained from him.



### Kevin "aZn" Wang (zEx)

aZn is a smart player who always used his sense of pugging to his advantage, by trying to constantly out think his opponent. Much like Rambo, aZn has a passive play style, but has a great understanding for when it is time to turn aggressive. Mixed with great aim, this is a deadly combination because you must be aware this player is going to be constantly giving himself great angles and any slight advantage, so it is important for you to try and do the same back. Applying a lot of pressure, especially with the team, is a tool that helped control such a smart and passive player.

### Christian "blizzard" Chmiel (mouz)

blizzard was a great strat caller, and one that wasn't easy to kill early in the round, simply because of his role in the team. This allowed me to try and pick up on any ideas that he may be having for his team by where he was located, especially when he was on offense. Knowing blizzard was such a smart player, I had to try and get into positions that I was able to get range, to allow me to try and pick off him or any of his team-mates. By being able to get him, I was able to know that the rest of his team's strategy would be handicapped because I always knew blizzard kept his teams organized. It was important to not try and focus on this so much, but having this in the back of my mind allowed me to try and pick up on any techniques.

## Jan "mooN" Stolle (aTTaX)

Against moon, I knew that he had a great deal of confidence and had a lot of aggressiveness as he AWPed a lot, but that he called strats for his team. This allowed me to know that he wasn't going to be taking many risks alone, and without the strategy possibly revolving around where he is at. By having a pug calling mentality, where you try and control several players midround, I knew he was extremely important to go after because this could possibly drain the confidence of his team for the rest of the round, and have them confused. Even if this wasn't effective, being able to try and kill him, and push when we did, proved successful because any time a strat caller is killed, only extremely organized teams know how to fully function for the rest of the round, which isn't many.

## Emil "HeatoN" Christensen (NiP)

HeatoN was someone who was extremely talented and skilled, but seemed to have a more passive and team based play style when I played against him. Knowing this, I had to try and apply a great deal of aggression but know that his team-mates will be close behind since he isn't likely to be taking many locations by himself. By being aware of this, I was able to try and get into his head in the game, and try to not allow him much space and time to make many decisions. This proved to be successful against many top players, because a lot of situations that happen in the game, such as timed pushes, can drain confidence in your opponent and even yourself if done to you.



#### Tomi "Potti" Ingemarsson (NiP)

Much like HeatoN, Potti played with a great deal of passiveness, as well as communication to excel his smarts and great rifling abilities. By trying to apply similar pressure as I would to HeatoN, I am able to try and get many advantages where I can try and drain as much confidence as I can. When facing such a great team player, and one who may not want to go off on their own to kill many players, I try to drain confidence where it can cause him to make mistakes within the strategy. and try to over-expose a strategy their team can possibly be running.

#### Marcus "zet" Sundstrom (NiP)

Marcus is one of the most amazing riflers, as well as one of the most confident players in the game. Against Marcus, there isn't much to do but simply fight fire with fire. With a sense of restraint I try and instil as much aggressiveness as I can against Marcus to try and not let him get entry into locations where he can cause an immense amount of havoc. Using my team-mates and communication, I am able to try and come up with plans to corner him or try and set traps, because without this it is extremely difficult to win a straight up battle against Marcus, unless you have an AWP. Making sure I have an AWP in my hands when playing against Marcus is key because I want to eliminate his chances at getting more than 2-3 bullets off, because most of the time that's all he needs.

#### Jonas "goodfella" Virtanen (adren[gx]/4kings/SK.swe)

goodfella is just an overall great player, and I guess had bad luck with being on teams that weren't up to his skill level when he faced up against me. By knowing this I was able to try and go after him as much as possible because this allowed me to try and eliminate the biggest threat on their team, and by this, drain the confidence of the remaining players who are alive. This was an extremely important concept I tried to implement always because not letting him get hot was a key to our success against him, because he was able to turn the momentum into his favour at any given moment.

## Abdisamad "SpawN" Mohamed (NiP/SK.swe)

SpawN is another great overall player, who can use a rifle as well as an AWP as good as any if he is able to get hot. Trying to apply pressure against him and getting in his mind was important because I did not want to allow him to get hot whatsoever. SpawN had many rounds that I saw against other teams where he simply controlled the whole entire match, and being prepared against him by watching these demos allowed me a little extra knowledge on his comfort zones. This allowed me to not let him get many kills in the positions he controlled many rounds in the past by either throwing smoke grenades to block it off, or displaying a lot of confidence and peeking him with an AWP to try and make him feel uncomfortable even if I didn't get the kill.



#### Patrik "f0rest" Lindberg (fnatic)

f0rest is another great player who will be known as one of the best players in the world forever, which is a great class to be around, and one that he doesn't take advantage of. The key to this is the fact that he, like the few who have kept their skill at this level, is not getting too ahead of himself and knowing there is always room for improvement. Even though we play different positions as I am an AWPer and he is a rifler, I can see many similarities even in the form of the character control. and the aggressive play style. This allows him to get many advantages for himself, and with such deadly rifling techniques, he is able to eliminate a whole team alone. Trying to apply any pressure and using all my grenades against him was important because I wanted to try and have our teamwork eliminate him, rather than seeing heads up battles against him where it can prove costly for me and my team.

## Filip "neo" Kubski (Pentagram)

neo is also a player who is and will always been seen as one of the best players in the world. Just like the elite class he belongs to, he knows to not take his skill for granted and to always try and improve, but mainly keeping his team first. Many people say neo is a player who will just dominate with any team and any game,

which can be true, but I know his true strength comes from being in such a great comfort area with his team-mates that he has played with for many years. Just like myself. I know that being in a team that has great chemistry is essential to being successful; this is 100% a team game. With his great rifling abilities, he is able to spread the wealth of confidence he has to his team-mates that many players may not see as talented as he is, but just by playing with such a great player, anyone on his team can't do anything but get better.

## **I** Jørgen "XegtR" Johannessen (NoA)

XegtR is in many ways like HeatoN, where he used his team play and his great rifling abilities to get him advantages, but for him, he was the obvious strategy mastermind for his team. Although I knew he had great strategies, and made his team organized, I had to try and apply as much pressure as I could to try and make him over think many situations. This allowed me to try and pick up on any ideas he is having for his team to execute, and hopefully with the pressure applied I could force him to change his strategy mid round. Allowing me to get into his head and forcing him to make those decisions didn't allow him to fully play his game, and with that confidence being drained, allowed me to get the upper hand sometimes.

### **E** Ola "element" Moum (NoA/mouz)

element is an extremely skilled player who will apply his knowledge of the game, as well as each player he is up against, in every battle he is in. Trying to think of what your opponent is going to be doing next, or what they simply like to do in certain situations, is such a great strength to have in a player and one that he used always. This allowed him to get the upper hand in many battles, as well as



be a successful strat caller by applying his knowledge. Trying to apply any pressure against him was what I needed to do because getting him down and taking away his confidence was difficult but something that had to be done.

## Lincoln "fnx" Lau (mibr)

fnx is a player, much like zet, that you can't try and single out in a game because he is always so aware of his surroundings and how to constantly give himself the advantage. Going after him with my team and trying to apply any pressure that I could was important because if you don't apply any pressure, he is going to execute his great aggressive play style and catch you off guard. Just by being aware of his aggressiveness, allowed me to try and watch my team's back and not allow him to get any breathing room if I was attacking his locations. This can fail a lot since he is such an amazing player, but the concept of applying this pressure and awareness allows me to get the confidence to eliminate him from the round.

## Carlos "KIKOOOO" Segal (mibr)

KIKOOOO, much like the many great strat callers in the world, made sure he had his team well organized. This allowed me to focus more on him as a player, rather than trying to affect his team's strategy by going after him. Knowing that he has great rifling abilities, as well as superb communication, he is able to make himself a difficult person to get down. KIKOOOO wasn't an aggressive player, but in every fire fight he became one of the most aggressive players. This comes from his great sense of fragging on top of knowing how to use his rifles just like the best in the world. By trying to drain any confidence from his opponent during his aggressive peeks, allowed him to get the upper hand which was something I tried to eliminate as much as I could, especially as an AWPer. Keeping my distance from him, as well as giving room between the walls, allowed me to try and pick him off when he became aggressive or simply continued his extremely effective passive and smart play.

## Young Mo "enemy" Ahn (Lunatic-Hai)

enemy is an extremely aggressive and skilled rifler who isn't afraid of any battle. Knowing his team-mates share his confidence allows him to be as aggressive as he pleases because he knows his team will be there to follow him shortly after. Being able to get away with this allows him to be as aggressive as he wants, and attempt any form of killing his opponent that he wants, from spraying to running around without walking, he is looking for any battle that is in your face. This is a deadly trait to have in a player because knowing he isn't afraid of any battle is difficult to go up against.

# IRIO FROD AWPERS PLAYED AGAINST

Yang Ke "Jungle" Fei (wNv.gm)

Jungle is a player who loves to play aggressive and hold down locations of a map alone, which was seen especially by his extreme aggression in the B bombsite on de\_inferno. This is a huge strength because it can sometimes drain confidence from the enemy knowing a player is always going to be taking aggressive angles, and their team has the confidence in allowing him to play locations alone. With a great mix of aggression and defensiveness, he is able to escape many battles so as to not die, and then request backup. This is extremely effective because it allows 4 players to play in the other bombsite, which creates a huge arsenal of setups to hold down the map.

Brian "hpx" Christensen (Clan IT/NoA)

hpx is another player that showed a lot of aggressiveness in certain locations he played on defense, but was quick to fall back to help his team-mates. With this, I knew it was hard to draw out a second shot, so I had to try and cut off many angles to not allow him access to fall back with his team-mates. By doing this, it allowed me to try and catch him slipping and potentially even without his AWP out.

Richard "Drally" Halgaard (The-Titans/SK.dk)

Drally was a great sniper, but one that had a lot of defensiveness within his game play. By being able to notice his defensiveness, this allowed me to know he would potentially be holding a lot of long distance angles, a prime example being on de\_dust2. On defense, I noticed he liked to play bombsite A, but he also didn't like to play aggressively and defend the pit, which allowed us to take long A. By doing this, I was able to secure good long range battles for myself because knowing my team-mates are there with me will allow for a more difficult shot for him, as well as potentially getting the kill. This could also backfire because we were essentially falling into his game plan, but mixing in the right amount of confidence allowed me to apply a nice amount of pressure and get several key frags in big matches.

Griffin "shaGuar" Benger (NoA/3D/EG)

shaGuar was another great sniper who displayed a lot of defensiveness in his style, but was a player who was quick to get bloodlust. This is basically that once he gets a kill or a really nice shot, he will try and peek more because his confidence has increased. This is a great ability to have in a player, but also it can hurt you, because players can be aware of this and be expecting a peek. For me, I knew that shaGuar respected my play style a lot, and potentially showed a lot of fear when playing against me. This allowed me to take advantage of this defensiveness, on top of his lack of confidence sniping against me, and implement my aggressive style of sniping to corner him in and make him feel uncomfortable.





#### Aran "i0nZ" Curbelo (x6/zEx)

iOnZ is one of the many great snipers that use an aggressive style to try and get early kills, as well as hold down locations for his team. He plays a lot like me, and this can be seen by his constant re-peeks and not being afraid to get into a fire fight. This is a great strength because as a sniper you are able to try and drain confidence easier, and the best form can be by early kills. iOnZ is also a player that likes to take many angles and fire fights by trying to predict where you are. This style is effective because it instils confidence in his peeks, which is something I like to do. By taking these quick and aggressive peeks, it can allow for guick kills, as well as draining some confidence from the enemy even if you don't hit your shot.



#### Kyle "Ksharp" Miller (3D)

Ksharp is one of the most confident snipers in the world because he is not afraid to get into any fire fight. By having excellent flick shots, and quick no-scopes, he is able to hold a location down by himself against several opponents. This is a great advantage to have on defense, because similar to jungle, he is able to hold down locations of the map by himself. Against Ksharp it was always hard to drain his confidence, which is why I knew I had to play smarter, and tone down my aggres-

siveness at times. This allowed me to take more defensive angles, and allow him to fall into my crosshair because I knew he was going to be peeking. This is great to do against aggressive players because they may not expect to fall into your angles.



#### David "zid" Chin (JMC/u5)

Much like i0nZ, zid is the type of player that will go after many aggressive early kills, but turn really defensive in the middle of the round. This is a great trait to have as a player because he is able to not get into fights that will potentially get him killed, and give away any advantages he might have given his team already. This self control allows him to be deadly when trying to attack, since you have to make a guess if he is either going to be playing aggressively, or holding an angle. Against zid, I liked to take a lot of bombsites with smoke grenades and flash bangs, to try and drain any bit of confidence, and try to force him to miss a shot.



### Aleksey "LeX" Kolesnikov (Virtus.pro)

LeX is an extremely aggressive AWPer, who isn't afraid to go after anyone in any location. This trait is important to have because you are able to get a lot of entry kills, as well as eliminating the other team's snipers as quickly as possible. By playing such an aggressive sniper, it can be essential to make setups with your team-mates where you can be holding an angle and backup can be nearby. This is important because knowing he is such an aggressive player and entry fragger, his team will soon follow and with the appropriate backup you can catch many players slipping.



#### Dennis "walle" Wallenberg (NiP)

walle is an extremely talented sniper, but his one downfall would be that he is a strat caller. This can prove to not help sometimes as the team leader, because when you are forced to take on big sniping duels against other great snipers, he risks dying early in the round and potentially leaving his team without a direction. With knowing this, I am able to try and understand that he will play smart and passive on defense, as well as defensive on offense. This allowed me to try and go after some of his team-mates before getting into any duels with him, because I know his main focus is taking care of his team-mates as well as staying alive to give constant direction to his team.

### Christian "vilden" Lidström (Team64.AMD/NiP/SK.swe)

vilden had a similar style to Drally, which had a lot of defensiveness, but also had a great sense of knowing when to go aggressive, as well as fall back with his team-mates. I tried to apply a lot of pressure, because I knew that he was a player who would get uncomfortable knowing the other team's sniper is not afraid to take any sort of battles. By letting him know that I will either peek with my team-mates or alone, allowed myself to gain the upper hand in a lot of battles, because with his defensiveness I was able to single out locations he could possibly be hiding in.



#### Lukas "LUg" Wnek (Pentagram)

LUq is a very smart sniper, but sometimes lets the bloodlust get to him like shaGuar, and many good AWPers. This isn't always a bad thing, because with his great amount of experience, he is able to judge a lot of battles that he wants to either be in, or try to get another kill in. This confidence and guick strafing ability allows him to get many kills as well hold locations of the map alone. By trying to apply pressure with my team-mates, this proved to be extremely effective because just like zid, wasting a lot of your team's flash bangs and smoke grenades to try and advance into closer fire fights will prove effective, because with such great skill, range battles will not end up in your favour, unless you are going to have multiple players snipe in a round.



### Raphael "cogu" Camargo (g3x/mibr)

cogu is a great AWPer that uses a lot of aggressive movement to advance on his opponents but also a good amount of steady AWPing that allows him to be able to get many kills and be deadly by not only his skill but by the location he has infiltrated. Allowing for a player to advance in deep to the defenses of the other team can open many holes for a team, and the importance of killing a player like this is extremely important. Knowing he is this type of player, not every member on the opposite team will be following normally because he is going to be making the holes and trying to get into difficult areas. Trying to out think cogu is hard, but making sure you apply all your surroundings and the past experiences in the round is extremely useful.

# TRO FROM FAMOUS MATCHES





CoL vs. 🚹 🌉 3D (CPL Winter 2006)

Triple Overtime on de dust2

In this game, it was extremely important to stay focused and know that the game wasn't over until the certain amount of rounds was reached. This was of extreme importance to us because we kept going back and forth and ended up playing three overtimes. Staying focused allowed us to not only continue our game plan, but we also were able to stay focused as a team to follow through on these game plans. This is extremely important because trying to fulfil the role that you as a player have to do is the most important aspect to bring into a team. Trying to fulfil our plan allowed us to try and cool down players who were going off, such as method in this match.



coL vs. Pandemic (DigitalLife 2006)

Comeback on de dust2

Against Pandemic we had to try and stay as positive as we could, but this came in the middle of the match, since we went down 12-3 in the first half. Allowing us to keep positive, and not focus on the last half, allowed us to essentially clear our minds and try to put up the most rounds we could up on the next half. Getting off to a great start was also essential, which is why we tried

to call our best strategy in the pistol round, as well as play with a sense that we had nothing to lose. Being able to get into this mindset allows us to be looser, and not be so stressed or focus so much on the fact we are in a huge hole, that many people don't even think we can come out of. This form of tricking my mind is a great way of functioning, as well as spreading that confidence throughout the team.









coL versus
### ### 4kings (CPL Winter 2005)

Birth of an Esports meme (One of the best POV"s I have ever seen etc)

In this match, I felt that all my shots were hitting, and that my aggressive style was working. This allowed me to not only get those early pick offs, but when I changed my play style and became more defensive, it was unexpected by the other team, and I was able to catch them off guard. Being able to mix in play styles allows you to trick the opponent, and throw them off as a team. This can lead to sloppy rushes, or even signs that the other team may be giving up. Draining this confidence is great because it spreads throughout the whole team. My main focus was simply to try and hold the middle ramp and not let them come up near the A bombsite as much as possible. This allowed for our team to cover different locations with many players, as well as giving them enough time to rotate cautiously. Spreading the confidence within the team, but also providing this cover and security invaluable and needs to try and be achieved as often as possible.

This section briefly explains any terminology or slang the player may be unfamiliar with which fRoD uses in the guide or is popular amongst the North American community at large.

A Counter-Terrorist.

A Terrorist.

Scrim Scrimmage, a practice match between two teams.

РСШ Practice Clan War, a chiefly European variant of scrim.

Pug Pickup game, an informal match where two teams of unconnected players face off.

Gather Another name for a pickup game, a chiefly European variant.

Ringer A replacement player who is not an official member of the team he is playing for. Sometimes this player may impersonate an official member so the team can attempt to circumvent league rules.

Cyberathlete Professional League, an Esports organization founded by Angel Munoz which hosted bi-annual tournaments in Dallas, Texas at the Hyatt. The original organization no longer exists.

ESWC Esports World Cup, a French organization founded by the Ligarena crew who hosted a major event in France once a year. The location and frequency of events has since changed.



- World Esports Games, a Korean organization who hosted events where players would live in Korea (and China for the Masters event) and train for weeks playing matches which were televised from a TV studio.
- World Cyber Games, a Korean organization who hosts the Esports equivalent of the Olympics with most major gaming nations being represented, but only by a single team, with the winners receiving medals according to the gold for 1st silver for 2nd standard.
- CyberEvolution, an American league which was the first to institute pay-per-play and award cash prizes to winning teams. It also introduced the concept of playing competitively on an anti-cheat to an American league.
- Championship Gaming Series. A televised gaming league on DirecTV in the US and BSkyB in the UK which featured region specific league play followed by a World Finals where regions would compete against each other. This was the first league to pay full salaries to players and also incorporate the concept of franchise versus franchise matches instead of individual games competing for their own glory. This league is no longer active.
- **No-scope** A slang term for quick-scope. Technically inaccurate since a real no-scope would be firing without scoping at all, still it is named such because when done correctly the scope can seem not to appear but the shot is still accurate.
  - Rail The wall on the CT ramp at the top of Long A from which CTs can watch the catwalk area.
- **Catwalk** The connecting walkway from T middle on de\_dust2 to the A bombsite via the upper entrance/stairs.

Double doors The two doors at the middle of the bombsite on de dust2 which can be seen through a

crack in T spawn and which are directly to front and right of CT spawn.

Apartments The carpeted area which leads to balcony on de inferno at the A bombsite

Window room The area which Ts often boost into from 2nd mid on de\_inferno and which has a vent which

can be shot out.

Mini-pit The smaller of the two sand pits in bombsite A on de\_inferno. When the player crawls under

the floor there the words "WVU MOTO" can be seen on the wall referencing ex-professional

Dave "moto" Geffon aiding the map maker in tweaking the map for competitive play.

Pop dog Two trains on de\_train, one the first Ts meet when rushing lower towards the inner bombsite,

the other outside as the Ts exit the small ladder room. So called due to the brand name written on the side of the trains and the novelty effect that dogs can be heard barking in CS'

ambient sounds when the player crawls under these trains.

Heauen The tower area accessed via the tallest ladder outside on de train. From here a player can

watch all of the outside train area for the most part.

Zhalls the CT connector at the middle between the inner and outside bombsites, it is perpendicular

to T mid.

T mid the T connector from T spawn to the outside bombsite.

Alley/iuy The left most path from T spawn which leads to the outside bombsite past an area covered

with ivy. When players run along here an ambient sound plays.



**Bomb train** Either of the two trains which are directly part of the bomb planting areas in the bombsites on de train.

Whitewalls The white walled area the Ts access by going right from their spawn and up the stairs. This leads all the way to ladder room or the inside bombsite by another set of stairs.

Ladder room The short ladder leading from whitewalls down to the outer bombsite.

**Upper** The upper entrance to the inner bombsite for Ts on de\_train. There is a ladder next to this entrance opening.

The lower entrance to the inner bombsite for Ts on de\_train. This has a ramp which slopes downwards.

Banana The long L shaped bend on de\_inferno which the Ts reach by going left at each turn from their spawn. It leads to the B bombsite.

The slang term for the area of maps which connects the sky and can be exploited by throwing flash bangs over the edge of certain walls to flash entire areas. Examples would be from outside of bombsite B via the banana on de\_inferno or outside of bombsite B on de\_dust2 from CT middle.

Short for economy, when a player or team chooses not to buy a major weapon during a match in order to save funds for a future round where one will be bought. This is also known as a save round sometimes.

Saue round Another term for an Eco round.



- Arctic Warfare/Police, the original name for the main and most powerful sniper rifle in Counter-Strike. This name has since been changed to AWM but AWP still renames the most popular and well known term for the weapon. This weapon can shoot through two layers of wall or box. This weapon has two scopes which zoom into different distances. When used without a scope the player will not see a crosshair.
  - Short for AK-47 or Avtomat Kalashnikova 1947. The main T rifle in Counter-Strike due to its raw power and low cost. This weapon can shoot through one layer of wall or box.
- Colt Short for Colt Carbine/M4 Carbine or m4a1. The main CT rifle in Counter-Strike due to its ease of handling when spraying as well as its reasonable pricing. This weapon comes equipped with a silencer and in early Beta versions of Counter-Strike had a scope also. This weapon can shoot through one layer of wall or box.
- Short for IMI Galil, an Israeli rifle used by Ts in Counter-Strike typically when they cannot afford an AK or have just won the pistol round. Not as powerful as an AK but more powerful than any of the sub machine guns. This weapon can shoot through one layer of wall or box.
- Famas Shortened name for the Saint-Étienne arms factory assault rifle (to give it its translated title). This weapon is used by CTs typically when they cannot afford a colt or have just won the pistol round. Not as powerful as the colt but more powerful than any of the sub machine guns. This weapon can shoot through one layer of wall or box. This weapon has a secondary fire mode called burst fire.



Pistol round

The first round of a Counter-Strike match where teams only have \$800 each and so must fight with pistols. This round is highly important since the winning team can potentially have a weapon advantage for the next two rounds and will typically win these as the opposition will often save for major weapons on the 4th round (though sometimes the 3rd if they are Ts and they manage to plant the bomb on the 1st or 2nd rounds)

Squeaky

The metal door on de\_nuke which connects the upper bombsite to the lobby area the Ts enter from the T spawn. This door is so called because it plays an ambient sound of a door creaking open when it is pushed in or out. This door can be pushed the opposite direction if the player moves sideways into it. It can also be opened by throwing items into it.

Radio room

The area between the T lobby on de\_nuke and the ramp room. This small connecting room has a light hanging from the ceiling and tables and boxes.

Rafters

The uppermost inside area on de\_nuke where iron girders extend across the ceiling area allowing CTs to run across early in the round and assume a height advantage.

Red rock

The large rock textured area connected to outside on de\_nuke which Ts will sometimes jump onto or boost up onto to gain a height advantage.

**Wall Spamming** 

Shooting through walls which bullets can move through.

Spam spots

Areas on maps which can be spammed through.

**Wall Banging** 

Another term for Wall Spamming, a chiefly European variant.



Boosting

The act of lifting another player up to an otherwise unreachable area through lifting them off another player's head by crouching and then standing up or jumping up.

Bunny-hopping

Using air acceleration to jump continuously and cover more distance quicker than simply jumping one after the other with spaces in between.

Crouch-hopping

Repeated use of the crouch key to either shift the hit boxes and let the player avoid being killed by peeking or cover distance at close to the speed of running without giving off as much sound to other players.

Peeking

Looking out of an area or from a wall/box to see if an enemy is there or if the area is clear.

CT arch

The right side of middle which connects to CT spawn where a CT AWPer will often play to cover the middle area.

2nd mid

Short for secondary middle. The area between middle and the apartments area on de\_inferno where the Ts can move up. The window room is at the top of it and the bridge is at the other end.

Deagle

Slang term for Desert Eagle, the most powerful pistol in Counter-Strike. Capable of killing with a single headshot. This is the only pistol which can shoot through one layer of wall or box. Often selected as the secondary weapon to an AWP when sniping. In the newer terminology of the CS buy menu this is referred to as the Nighthawk.

USP

Short for Heckler & Koch Universal Self-loading Pistol. This pistol is provided to all Counter-Terrorists upon spawning for the first time. It comes equipped with a silencer, though this is rarely used in competitive play.



Glock The pistol provided to all Terrorists upon spawning for the first time. This weapon has a secondary fire mode called burst fire.

Short for Heckler & Koch Maschinenpistole 5. This sub-machine gun is rarely used now in competitive play, usually only on the round after a team has won the pistol round and expects to face enemies without body armour. Like all sub-machine guns this weapon cannot fire through any layers of wall or box. Before the addition of the FAMAS and Galil this weapon was used much more frequently on the 2nd and 3rd rounds of games.

Pick A slang term meaning to get a kill on the enemy, typically used to mean early in a round. Often the player who gets the kill will retreat to give his team the numbers advantage.

Stacking Overloading one site with more players than would typically play in that bombsite (i.e. putting 3 players in bombsite B on de\_inferno) This term can also be used to mean boosting a player onto one's head but not with the object of helping him get anyway, just to provide a surprise for the enemy and a height advantage. The player on the bottom of such a stack must be standing up for the player on the top to be able to aim accurately.

**Strat** Short for Strategy

Strategy A set round where players are told where to go and the basics of what to do.

Strat Caller The player in charge of managing the tactical aspects of a team and deciding which strategy to employ in each round.

**FFR** Short for Free For All, typically meaning a round or situation where players do not follow a set strategy but instead do whatever they each want.



Defuser

Short for Defuse kit. This piece of equipment lets the player defuse a planted bomb in ~5 seconds instead of ~10 seconds without one.

Rush

When players run at an area or enemy at full speed.

Clutch

A term used to describe any number of situations which are important, decisive, pivotal or final in Counter-Strike. Killing the last enemy alive or defusing the bomb was be considered clutch, as can staying alive as a CT without the bomb being planted or stopping a CT defusing as T. This term is also often used to describe players who possess qualities or abilities which enable them to play at a high level in these situations. The term's usage is similar to its usage in professional basketball, especially describing play 'down the stretch'.

Spawn

The area where a player automatically appears at the beginning of a round. These are randomly generated based off a specific number of available spots. Not to be confused with the Swedish player who was a member of SK.swe.

Frod us. Ykings on cbble. One of the best POU's I'ue euer seen.

An internet meme on the Esports community website Gotfrag.com. With the release of POV demos from the CPL's Winter Event in 2005 this was one of the early highlighted demos and a number of posters repeated this line. The line later became a well known meme and was used frequently in any thread concerning fRoD or even other demo threads which had nothing to do with fRoD and no context to the comment beyond the then famous meme. The incorrect "in the word POVs is a sign a poster copy and pasted the meme to reference the original event, usually for the purpose of humour or familiarity.

Clan

European variant of the word team.

Shanking

Slang meaning to knife a player, a West Coast US variant.



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